Legendmaker

The Fantasy Roleplaying System

Archival Facsimile 2026 by Howard I. Scott, III

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The Fantasy Roleplaying System

Forward to the Archival Facsimile

By Howard Scott
27 Mar 2026

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Legendmaker

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Playtested through the years by too many to name, but most recently by the Strategist Club of Dublin, Georgia, and the West Laurens Middle School Strategists Clubs.

First Edition, 1998

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Introduction

My year of apprenticeship was finally complete. I went to the tavern to celebrate with my friends. We had talked of leaving our village of Evergreen for many seasons and today we would decide which road to take out of town- north to Cymor or south towards the coastal city of Southport. Our goal was to be anywhere other than Evergreen. As I sat down at a table to wait for my companions, the barmaid, Naomi, a childhood friend of mine, met me with a smile and word of a trading caravan passing through the village heading north. It seemed, at that point, the fates of my friends and I were sealed. We would travel north to our future of adventure and riches. At least, I hoped riches were involved.

Introduction

*For those of you interested in purpose and benefits, check this out- **Legendmaker** and other roleplaying games in general aid in the development of all creative talents, increase interest in reading and writing, improve mathematics and logic skills, teach strategy and logistics, improve cognitive thinking, deductive reasoning, and problem-solving skills, help in the development of social skills and friendships, and nurture a desire to interact, not just observe. This is not a video game. This is not music video. This is not static entertainment. This is **Legendmaker**.*

Legendmaker is a game. Granted, it may seem a little more complex than other games... there's no standard board, no player pieces to move around, not even a set of dice bundled with the book. "What a rip!" you might say. But, once you learn to play, *Legendmaker* will become your favorite game.

Legendmaker belongs to the genre of roleplaying games. There is a long history of roleplaying games, going back to the mock battles of the ancients used to train new warriors without actually killing them. Roleplaying is like playing cops and robbers... with *Legendmaker*, there are a few more rules, a little less running through the living room, but cops and robbers, nonetheless. There are good guys and bad guys, good and evil. There is a sinister plot thought up by the gamemaster and the cavalry in the form of the players that comes to the rescue. It is a fight to save the princess, recapture the bad guy, or squelch a social menace. Most of all, though, *Legendmaker* is a game. That is all.

But there are two kinds of games- finite and infinite. And there are two kinds of people- players and gamers. Finite games have a definite beginning and ending, a kickoff and a final whistle. These are games where points or speed or being best pays off. Infinite games, however, require a much more sophisticated approach. There is no definite beginning. Yes, you do have to start play, but play does not have to begin at the beginning. Play can, and usually does, begin in the middle of things, *in medias res*. And the game does not have a definite ending. There is neither kickoff nor final whistle. Play continues until those playing grow weary. Infinite games are labors of passion, replete with emotion and thought.

Players play finite games to win. Victory is the only thought. The players know that, after the starting gun, there is a specified time or length of play, and that in order to win, they must gain more points, be faster, jump higher than their opponents. The objective is to squash, to mush, to obliterate. In short, it is a miniature war, a war without casualties, other than the losers, who hang their heads in shame as they walk off the field.

Gamers play their games because they enjoy playing. Their game did not begin with them, nor will it end with them. They belong to a far greater cause, that being the enjoyment of the game and the camaraderie between the gamers. The objective is to keep the game going, not to finish, not to end, but to continue, to push the envelope a little farther.

When discussing guidelines, we mention "time" quite a bit. There are two kinds of time- "real time" and "game time." Real time is not controlled by anything or anyone. It passes second by second through our real lives. Game time is controlled by the gamemaster. He makes sure that order is followed in the game. Player decisions take place in real time. Character actions and reactions take up game time.

Legendmaker is an infinite game. Once play begins, it need never end. As long as one person is willing to continue the story, and as long as one person is willing to play a character in that story, the game will go on.

So, grab a bag of ten-sided dice and prepare yourself for the adventure of a lifetime!

Before we begin the actual system, we need to go over some of the concepts involved with gaming in general and *Legendmaker* in particular. So, here we go... how to start a game, or...

Halt! Who goes there?

Who can play *Legendmaker*? Well, we would like to think anybody. It's a pretty basic system, despite its flexibility. It is easy to explain and doesn't take much time to set up. So, the question is, really, with whom do you want to play *Legendmaker*? You need at least two people: a gamemaster (in charge of the storyline), and one player (playing at least one character in the story). The largest number of players is left to the gamemaster... at my peak, I could handle 8 players with as many as 3 characters each. I can't do that anymore (I've lost a lot of my patience!).

The gamemaster has the difficult but rewarding task of creating the playing world and all the antagonists and conflicts into which the players' characters will eventually run. He has to be able to make quick, clear decisions, to create vivid and realistic verbal descriptive passages, to be able to draw, to a degree, in order to have visual aids for his players. His world will grow as the characters grow, so flexibility is paramount, as is the ability to generate an endless line of extra characters for the players' characters to meet- kings, soldiers, bug-eyed monsters, townspeople, citizens.

Okay. Gamemasters need to read this entire book, probably several times. I recommend spending special time on the Glossary. Players need to read everything except the Gamemastering section.

Building a world and creating realistic people for it will happen over a long period of time. And there's a whole section devoted to gamemastering. Don't panic... we'll walk you through all this.

Introduction

Your characters are going to breathe life into the gamemaster's rather sterile world... have fun with them. Create personalities, not just characters. Think of yourself as a playwright or screenwriter, creating a life for your characters in this world your gamemaster builds.

The players have a similar responsibility to the gamemaster to provide creative responses and reactions to the conflicts provided by the gamemaster. They must try to play their characters as their characters, changing their language and modes of thinking, much like an actor playing a role in a movie. They must decide when they create their characters that they will build reasonable backgrounds for those characters. Each character must be unique, expressing a unique viewpoint on the gamemaster's world, solving unique problems in unique ways. In essence, the player, through his characters, provides antagonists for the gamemaster's story, getting in the way, foiling his plans.

So, both gamemaster and players must be creative and intuitive, sharing an experience, not just sitting in a room making up a story. Which brings us to another question: where should you play, or...

You live here?

When deciding to start a gaming session, there are certain things to consider. How many people will be joining? How much pizza can they consume? How much of said pizza are they to pay for?

(1) Have comfortable seating for everyone, and have lying down space on the floor for at least half of them at any given time. This usually means a living room or even a whole loft or garage!

Okay, so it's not a necessity to have snacks and pizza, but it means there won't be any interruptions to go get some.

(2) Have enough snacks (chips, dip, drinks, cookies, a meal, if necessary (ergo, pizza)) for everyone on the first day. This can be difficult to gauge. One person consuming a six pack is not unheard of. Neither is a pizza disappearing in plain sight of the person who ordered it, without him getting a single slice! After the first session, though, it's up to you. Supply snacks if you like, or ask the players to provide their own from then on. This is not being rude, particularly if this becomes a regular event. And players should also take this into consideration: the gamemaster (or someone) is providing a place to game. The gamemaster is providing storyline and all that goes with it. Be thoughtful... bring an extra soda or two, an extra bag of chips. The gamemaster will be eternally grateful, or, at least, appreciative.

Dice, dice, and more dice!

These ten-sided dice can be found in hobby shops and bookstores. You can buy them separately or in packs of ten or so. You can use any ten-sided dice you can find.

(3) Have enough dice available for your players on the first day (at least 2 dice for each player, but 10 dice per player is preferable), or warn them in advance so they can buy their own. This is very important... you can't play without dice. Each player is going to have to create a character, requiring a lot of dice. After play begins, they will need dice to determine whether or not they can accomplish tasks and calculate the damage of their characters' weapons and spells. In *Legendmaker*, ten-sided dice are paramount to play, so have enough of them.

(4) Have enough time. The first day, with character creation and background generation, will be long... maybe six or seven hours. Although only an hour or so will be involved with character creation, teaching the system will require a little time, and setting up the adventure will take a little more. Don't let this discourage you. Just allow enough time to play. Eventually, many of your sessions will run this long without character creation... you will become so involved that you will not notice it's been six hours until you realize, "Man... I'm hungry!"

While reading these guidelines, you're going to run into a lot of references to time. "Real time" is time that passes in reality, right here, right now. No one is in charge of real time. How can someone be in charge of something that no one has control over? "Game time" refers to an imaginary time line within the game. The gamemaster keeps up with game time and takes care of what happens when in the game. A battle that takes only 6 Combat Cycles (30 seconds) of game time may end up taking an hour of real time. Don't panic. This is not always the case.

When we talk about time in this book, we are talking about game time.

That's about it. Remember to have fun, always.

Playtime does not need to run six or seven hours. You can run a game in half an hour, an hour... whatever time you decide. When the Strategists play, though, our games will run several hours. Just keep this in mind.

Mechanics

They had left me for dead, lying bleeding and bruised in the high grass. I don't know how long I was unconscious. My horse's neighing brought me awake. They had taken the others captive, including my sister.

They were going to pay.

Mechanics

Adventuring 101: Gamespeak

Hey! Hey, you there! Reading the stuff on the other side of the page! Well, read this stuff, too... it's important! We write these side bar notes to expand on something in the main text. It's just as important, but usually doesn't fit in the main text. Just read them, huh?

Before you begin playing, there are certain terms you will need to know, certain concepts with which you need to be comfortable. The first of these concepts is something that seems quite simple, but isn't, for some reason. *Legendmaker* is just a game. Sounds reasonable enough.

Here are some more terms you need to know:

Adventure: a gaming session or series of sessions that begins and completes a story. Your characters go off and find the treasure and bring it back.

Adventure Points: a banking of points that your gamemaster will divide among all players as Improvement Points (IMPS).

Age: refers to your character's age. This is divided into two types- Natural Age and Unnatural Age. Natural Age refers to how long your character has lived. Unnatural Age is your character's Natural Age plus any unnatural aging your character may have suffered through contact with aging magics or resurrections.

Shield: +5
Shield, Shireling: +6
Shield, Dwarven: +7
Leather Armour: +15
Leather Armour, Shireling: +16
Studded Leather Armour: +20
Studded Leather Armour, Shireling: +21
Chainmail: +30
Chainmail, Dwarven: +31
Chainmail, Elven: +32
Chainmail, Darkling: +33
Platemail: +40
Platemail, Elven: +41
Platemail, Dwarven: +42

Armour Type DAP: the Defense Adjustment Percentage associated with certain armour types- shields (wooden or metal, large or small), leather armour (either padded soft leather or thick hard leather), studded leather (leather armour with thick metal studs providing extra protection), chain mail (small interconnected rings which form a continuous sheet), and plate mail (beaten or forged metal plates). Some races make better armour than others and have modifications to reflect that.

Campaign: your character's entire history within a playing world, comprised of many adventures.

Character: your persona in your gamemaster's imaginary world.

Character Class: your character's chosen profession (or professions) in your gamemaster's world:

Cleric: a holy man
Fighter: a mercenary, knight, etc.
Mage: master of cosmic forces
Thief: procurer of other people's money and stuff

Character Level (CL): a semi-arbitrary method of comparing your character's abilities to another's. The higher your Character Level, the better off you are.

We are not trying to promote racism here. The different races are human and nonhuman. There are many different kinds of creatures. "Race" is just one way to describe them.

Character Race: your character's race. *Legendmaker*'s fantasy module uses many races- dwarf, elf, gnome, half-elf, half-orc, human, kaynyn, pheelyne, shireling, and xenomorph. These races are described further in the "Fantasy Races" section.

Combat Adjust: an adjustment made to the Parry Base. The Combat Adjust is one tenth of a character's Weapon Proficiencies.

Combat Cycle (CC): an imaginary unit of time comprised of five seconds of game time. A Combat Cycle is divided into three distinct periods- 2 seconds for your attack, 2 seconds for your opponent's attack, and one second of movement.

Competency Level: a semi-arbitrary way of determining your character's ability level in his Skills. There are two kinds of Competency Levels- Primary Competency Level and Secondary Competency Level. The formulae for determining your character's Competency Levels are found on Page Three of the Character Sheet.

Damage Tolerance (DT): a measure of how much damage your character's body will tolerate before it decides to shut down. As long as your DT is above zero, your character has a good chance of remaining conscious. When the DT drops to zero or below, your character is unconscious. When the DT drops to -10 or -10% of the total (whichever is lower), your character is considered dead... its body has taken too much damage. The formula for determining your character's Damage Tolerance is found on Page One of the Character Sheet.

Damage can be inflicted in several ways: weapons, spell use, poisons, internal, and miscellaneous damage. Your gamemaster will tell you how many Damage Tolerance points to remove from your Current Damage Tolerance.

Mechanics

Defense Adjustment Percentage (DAP): a measure of the amount of armour or protective equipment your character uses to defend his body's Damage Tolerance. It can be your character's Dexterity, armour, magic, electrical energy field. The higher this number, the better. The formula for determining your character's Defense Adjustment Percentage is found on Page One of the Character Sheet. You can list your Defense Adjustments on Page Four of the Character Sheet.

-10 or -10%: A character with 98 Damage Tolerance will die at -10 or less. A character with 186 Damage Tolerance will die at -18 or less.

Death: as mentioned earlier, death occurs when your character's Damage Tolerance drops to -10 or -10% of his total. This is not necessarily the end of the character, however. There are certain rituals or items that can be used to bring the character back from the dead, so don't just rip that character sheet in half.

Dice: random number generators, no batteries required. *Legendmaker* uses only ten-sided dice available from book stores and good hobby shops everywhere.

Equipment: refers to all things your character carries other than armour and weapons. This includes your character's clothing, backpack, accoutrements, etc.

The gamemaster is the essential player. He is not just one character... he is the population of his gaming world. On occasion, you players might want to cut him some slack... he's got a tough job.

Gamemaster: he who is in charge of the storyline. The gamemaster creates the story and all the people in the playing world. He is the innkeeper who overcharges your characters for dinner, the magistrate who lets them go on condition they never return. He is the orc king, the troll under the bridge. The gamemaster keeps things moving. There is an entire section devoted to the gamemaster and what he must do.

Godcall: an attempt by a character to plead for his god's assistance in a matter of life or death. It is possible that a devout character's pleas may be heard and acted upon to keep him from death. I do not recommend using the Godcall often. The formula for determining your character's chance to successfully perform a Godcall is found on Page One of the Character Sheet.

Initiative: (1) a roll made to determine which characters and opponents move in what order. (2) adjustments made to the initiative roll based on your character's Dexterity rating. The formula for determining Initiative is listed on Page One of the Character Sheet.

Initiative Cycle: the sequence of events governing game combat. There are two kinds of Initiative Cycles-

Individual Initiative: used to determine which individual attacks or moves first-

NPA- Non-Player Adventurer

The gamemaster uses non-player adventurers as extras... they comprise the active population of your gamaster's world.

(1) Each player declares his character's intentions should he win initiative.
(2) Each player rolls 1d10 and adds his character's Adjusted Initiative value.
(3) The gamemaster rolls 1d10 adding appropriate Initiative Values.
(4) The character or NPA with the lowest number moves first, continuing round-robin style until all players and all gamemaster NPAs have had their turn. If a character chooses, he may decline the use of his initiative and do nothing when it becomes his turn.
(5) The Combat Cycle is played out.
(6) A new Combat Cycle begins with a new declaration of intentions.

Party Initiative: used to determine which party or group of characters attacks or moves first-

(1) Each player party member declares his character's intentions should the party win initiative.
(2) A single party member rolls 1d10 and adds his Adjusted Initiative value.
(3) The gamemaster rolls 1d10 adding an appropriate Initiative Value.
(4) The party with the lowest number moves first. Whichever party wins initiative continues with their declared actions. Individual characters in the party that loses initiative can, when it comes their turn to do so, continue with declared actions, or choose to do nothing.
(5) The Combat Cycle is played out.
(6) A new Combat Cycle begins with a new declaration of intentions.

Monster: any creature used by the gamemaster as an opponent or non-playing adventurer.

Non-Playing Adventurer (NPA): any character used by the gamemaster which is not played by a player.

Organizational Memberships or Affiliations: any clubs, groups, professional organizations with which your character may be affiliated. This includes churches, gangs, guilds, etc. Your character may be involved with more than one of these.

Mechanics

Parry: (1) during combat, your character's chance to ward off a successful attack by blocking his opponent's weapon with his own. (2) adjustments made to the parry roll based on your character's Dexterity. The formula for determining your character's Parry percentage is found on Page One of the Character Sheet.

A Parry is performed in this manner-

(1) A successful attack roll is made against a character or NPA.
(2) The player makes a Percentile Roll. If this Percentile Roll is under the successful attack roll plus the parrying character's Adjusted Parry, then the successful strike is parried and does no damage to the character.

Percent Chance to Achieve (PCA): a number interpreted as a percentage showing your character's ability to do something- swing a sword, pick the lock, cast the spell.

Personal Worth: how much your character is worth monetarily. Your gamemaster will probably determine this and will use units of his own choosing- gold pieces, credit units, dollars... whatever. Your character's Personal Worth is found on Page One of the Character Sheet.

Your money can weigh as much as you want it to. We've found that 50 coins per pound works out well.

We have found that the following ratios work rather well:
1 pp = 10 gp = 100 sp = 1,000 cp

A copper piece is about a penny.
A silver piece is about a dime.
A gold piece is about a dollar.
A platinum piece about $10.

Plane: usually refers to an alternate world. This also usually refers to the elemental planes of air, earth, fire, lightning, sound, and water. Other elemental planes can be created by the gamemaster at his discretion.

Player: a person who agrees to play the game by creating a character and roleplaying that character in the gamemaster's world.

Primary Proficiency Base = 30%
Secondary Proficiency Base = 15%
Tertiary Proficiency Base = 5%

Proficiency: something your character learns to do during his apprenticeship as a Cleric, Fighter, Mage, or Thief. There are three kinds of proficiencies- Primary, Secondary, and Tertiary. Each of these has its own Base PCA and is modified by your character's Statistics. The formulae for determining your character's Proficiency Levels are found on Page Two of the Character Sheet.

Proficiency Level: a measure of how capable your character is in his Proficiencies. Higher numbers equal better knowledge of the proficiency.

Psionic Abilities: a human character's natural spell-like abilities, also called "Psionics," or "Psi." The formula for determining your character's Psionic Abilities is found on Page Four of the Character Sheet.

Psi Points: a measure of how powerful your character's Psionics are. Once your character has used up all of his Psi Points, he must rest to build them back up, like recharging a battery.

Quick Sheets: a section of the book designed to aid advanced players and gamemasters by putting all the information into a quickly accessed, condensed format. It is advisable to read the text thoroughly, and understand it, before relying solely on the

Quick Sheets. But, once you are familiar with the system, the Quick Sheets are all you need.

Racial Special Abilities: these are spell-like abilities that nonhuman races have as natural talents. The formula for determining your character's abilities to use these Special Racial Abilities is found on Page Three of the Character Sheet.

Resistance Rolls: your character's natural ability to resist magics and psionic attacks. Your gamemaster may use them for other purposes as well, like resisting torture.

Ritual: the physical motions and drawings involved with certain spellcastings. These are discussed further in the "Spellcasting and Rituals" section of the book.

Roleplaying: the assumption of a character role in your gamemaster's world. It is essentially improvisational acting.

Session: a single meeting to continue a game. The adventure may or may not be finished during a single session.

Sex: refers to character gender. There are actually three genders- male, female, and Xenomorph. The Xenomorph has no gender of its own, but assumes the gender of the person into whom it morphs.

Mechanics

Skills can be used in two ways: to build a background by representing skills learned before apprenticeship, or to build character strengths by adding skills to augment Primary Proficiencies.

Primary Skill Base = 30%
Secondary Skill Base = 15%

Skill: something your character learned to do outside his apprenticeship. These things would include reading and writing, swimming, horsemanship, cooking, etc. There are two kinds of skills- Primary and Secondary. Each has its own Base PCA which is modified by your character's Statistics. The formula for determining your character's Skill PCAs is found on Page Three of the Character Sheet.

Spell Points: a measure of your character's ability to cast spells. There are two kinds of Spell Points- Cleric and Mage. A Cleric character regains Cleric Spell Points through prayer and meditation a maximum of once a day. A Mage character regains Mage Spell Points by rest and sleep at the rate of one per hour after a minimum of four hours' rest. The formula for determining your character's Spell Points is found on Page One of the Character Sheet.

Spells: the tools by which a Cleric or Mage controls his powers. Cleric Spells are divided into six Schools-

Clericy: basic clerical spells with no single focus
Constitution-Based (CN-Based): dealing with healing and the body
Defensive: protective spells
Divine Influence: incorporating direct contact with a deity
Naturalist: controlling the forces of nature
Offensive: designed for attack

Mage Spells are divided into six Schools-

Defensive: protective spells
Elemental: manipulating elements (earth, air, fire, water, etc.)
Necromancy: manipulation of spirits
Offensive : designed for attack
Psycho-Sensory: deception of the senses through illusion
Sorcery: basic magical spells with no single focus

The formula for determining your character's ability to perform any of his Proficiencies is listed on Page Two of the Character Sheet.

Statistics (Stats): comparable scores associated with certain mental and physical characteristics of your character.

Strength (ST): a gauge of your character's physical strength
Constitution (CN): how healthy or sturdy your character's body is
Dexterity (DX): a measure of your character's coordinative skill
Intelligence (IN): how smart your character is
Wisdom (WI): a measure of your character's common sense
Comeliness (CO): a scale of physical attractiveness

A Strength of 53 has a ST Adj of 5. A Strength of 57 as a ST Adj of 5. In other words, don't round up.

Statistic Adjust (Stat Adjust): an adjustment made to character attributes based on your character's statistics. Statistic Adjusts are 10% of the particular Statistic score.

Statistic Base (Stat Base): a base score at which your character's statistics start. To this number is added a Statistic Die Value, increasing your total score.

Statistic Dice (Stat Dice): a number of dice rolled to attain the Statistic Dice Value to add to your character's Statistic Base

Statistic Dice Value (Stat dV): the value of the roll made to add to your Statistic Base.

Subclasses: two "extra" classes available based on a combination of standard classes- the Holy Warrior (a combination of a Cleric of at least fifth level who then trains as a Fighter) and the Necro-warrior (a combination of a Mage of at least fifth level who then trains as a Fighter). The advantage is that these subclasses can fight and cast simultaneously. There is a section for these subclasses in the "Fantasy Classes" section.

Thief's Arts: those Proficiencies a Thief learns during training. These are divided into seven Schools-

Climb Walls: climbing walls of various textures
Deception: how to lie successfully
Disguise: how to create disguises, from simple to very complex
Klepto-Concealment: the larcenous form of sleight of hand
Open Locks: the ability to open locks of both turnkey and combination varieties
Prowl: to move silently and without drawing attention to oneself
Traps: how to find, set, and remove traps of all kinds, how to find hidden doors

The formulae for defining your character's ability to do these is found on Page Two of the Character Sheet.

Vignette: a story or situational tale told to demonstrate a point. These are found in the "Gamemastering" section of the book.

Weapons: hand held objects that can be used to cause damage. There are nine defined Weapon Types listed on Page Two of the Character Sheet-

Pole Arms: 7 feet long or longer with head, cause 6d10 of damage
Long Weapons: 5 - 7 feet, or heavily weighted headed, cause 5d10 of damage
Medium Weapons: 3.5 - 5 feet, or medium-weight head, cause 4d10 of damage
Short Weapons: 1 - 3.5 feet, or lightly weighted head, cause 3d10 of damage
Hand Weapons: small, hand-held weapons, can be thrown up to 15 feet, cause 2d10 of damage
Open Hand: hand, fists, or feet (or other body parts), cause 1d10 of damage
Short Distance Weapons: 30 yard thrown range, cause 2d10 damage
Medium Distance Weapons: 60 yard projected range, cause 3d10 of damage
Long Distance Weapons: over 90 yard projected range, cause 4d10 of damage

The weapons your character carries can be found on Page Four of the Character Sheet.

Weight Allowance: refers to how much weight your character can lift effortlessly. It is determined by a formula on Page One of the Character Sheet.

What to do with all the dice, or,

Mechanics

Roll the Bones!

Until a better way of determining random numbers is found, dice are about the best available. Keep a large number on hand, although 2d10 are all you need.

You've got the terminology down, but what about all these dice you've got? Well, *Legendmaker* only uses the ten-sided dice, called d10s (pronounced "Dee Tenz"). There are two kinds of rolls you can make with these dice: Normal Rolls and Percentile Rolls.

A Normal Roll involves rolling a number of d10s and adding the values together to get a total. Rolling 3d10 and getting the values 3, 7, and 9 equals a Normal Roll value of 19 (3 + 7 + 9 = 19). Normal Rolls are used to derive Statistic Values, for determining damage (Damage Rolls), and Initiative Rolls (a single d10 roll adjusted with your character's Initiative Adjust).

There are some specialty dice made that make rolling Percentile Rolls easier. First is a pair of d10s, one numbered 1 through 10, the other numbered 10 through 00. You roll the two dice and add the two numbers. You count 001 as a 1 and a 000 as a 100. The second is a d100. It looks like a golf ball and kind of rolls like one, but it's weighted inside and you can usually tell which number is "up."

Percentile Rolls consist of rolling 2d10, naming one die high and the other low, so that a number between 01 (1) to 00 (100) can be rolled. Percentile Rolls are used to determine your character's actions (rolling against your character's PCA in Proficiencies or Skills, or against your character's Statistics (a Statistics Roll)), or against your character's Resistances (a Resistance Roll).

Sometimes, your character will have a PCA or resistance over 100%. To deal with this, a percentile roll is made. If the roll is 99 or under, the character makes the roll. If the roll is 00, the player rolls the dice a second time, now having to roll under the value beyond 100. So, a character has a PCA of 113%. The player rolls a 00. He picks up the dice and must now roll under the 13%.

This next section is not a list of rules or regulations or even proposed guidelines. These are practical tips that every gamer should know, but is ever rarely told in a "standard" manual. So, on with the secrets of play, or...

Things You Always Wanted To Know About Gaming, But Were Afraid To Ask.

Major piece of gaming etiquette, and it's going over here so you'll pay more attention to it. Don't steal the show. Granted, there are times when everyone must speak a little more than the others, but don't hog all the time. The other players are there to, well, to play, and they want to, sometime tonight, thank you. Equal time is the idea I'm trying to get across to you.

First, when you go in to create a character, realize that it will take some time. This is true for any system, not just *Legendmaker*. Also realize that your gamemaster may not have thought through everything before hand... bring a scratch pad and a couple of pencils. And don't forget your dice. If your gamemaster hasn't mentioned these to you, now is the time to ask... before you drive over there and sit down and everyone realizes there are no dice. You need two ten-sided dice, minimum. If you're able to get ten of them, fantastic!

Next, after you have created your character, I recommend putting the pages in order and then stapling them that way. Next, punch holes in the left side so you can put them in your brand new *Legendmaker* Characters notebook. You might also want to buy a notebook pocket. These things are clear or colored plastic zippered hold-everything pockets for three-ring binders. You can put your note pad, pencils, and dice into this thing and carry everything around in the one notebook!

While playing, there are a few rules of etiquette. Most of them you learned in school (and I know, because I'm a teacher):

(1) Don't talk while others are talking. There really is a reason for this. If you think of something cleverly brilliant for your character to do to get him and the others out of whatever situation they got you into, but you try to tell the gamemaster while everyone else is talking (see, if they had followed this rule, it would have worked!), the gamemaster may not hear you or may interpret you incorrectly and everything goes downhill from there.

(2) Try to avoid too many interruptions- there's nothing like a string of unwanted telephone calls to ruin an evening.

This extends into other interruptions: smoke breaks, snack breaks, pet the dog breaks, etc.

(3) Always remember that anything your character is going to attempt to do is going to require you to make a dice roll, usually a Percentile Roll, so always have your two d10s ready.

(4) Before you attempt to do anything, look on pages 2 and 3 of your Character Sheet to make sure you have a PCA to do this wonderfully brilliant thing. Remember also that, just because your paper says your character has a 78% chance to do this incredibly fantastic thing doesn't mean your gamemaster can't adjust it due to weather, surprise, the large monster falling from the sky... there are always adjustments to be made.

This is very important. It becomes tedious to gamemaster for a player who is always asking, "Where do I look to do this?" Learn your way around that Character Sheet. It will make your gaming time, and the gamemaster's, much more enjoyable.

Legendmaker is just a game.

(5) Try to give the gamemaster the benefit of the doubt sometime. He might occasionally make mistakes. Don't argue too ardently with him.

(6) Try to play your character as a real person. Granted, your character is not a real person, nor should you model your life after your character's, but be reasonable with the decisions you make for your character.

(7) In order to prevent Character Sheet Erasure Syndrome (CSES), which happens when you erase and write and erase and write over and over on your character sheet too much, creating a hole in the paper, use a separate note pad to keep track of your Damage Tolerance, Spell Points, Psi Points, money, etc. When you are done with the playing session, then you can change those stats on your Character Sheet.

(8) Don't be wishy washy. Make a decision. If that decision needs to change later, then change it later. Don't spend too much time second-guessing the gamemaster.

(9) Don't get too hung up on making your dice rolls. You can't always win, but, sometimes, it's quite interesting to lose. In other words, be honest about your dice rolls.

Okay, it's time to introduce you to the Character Sheet so you won't get too lost during the rest of this book. Grab a copy of the Character Sheet (permission is granted to make copies for personal use, so don't panic about breaking copyright law) and follow along as we wander around, or...

Reading the Maps.

Being able to read the Character Sheet is a pretty important thing to be able to do. Yeah, I guess it requires some getting used to, but, hey, you'll be fine.

The Character Sheet is a map of your character, what he can do, what he owns, what he wears, how he looks, everything, all on four pages of paper. In this section, we'll have a miniature Character Sheet on the page and some notes concerning it. This is just an overview... there's a detailed section called "Character Creation and Maintenance" that tells you how to build your character. Look for the grey highlights and follow the pointers and you'll be okay. Most importantly, don't panic.

You may be asking why we put a place for Date of Creation and Gamemaster on the sheet. Well, we've run into situations where, for one reason or another, we've needed to know this information and couldn't find it. So, we put it on the sheet.

Page One of the Character Sheet is full of information concerning your character's Statistics and Combat Chart and Resistance Rolls, all of which were covered earlier. First, let's look at the top of Page One. This section is for identification purposes- who plays the character, when the character was created, who is acting as gamemaster, name, race, and class of the character, what sex the character is, natural and unnatural age of the character, any religious affiliations, city of the character's origin, and social status of the character. Everything down to Unnatural Age is determined by the player and is fairly self-explanatory after you read this book. Unnatural age is determined by the gamemaster after something happens to age you in an unnatural way.

Okay, your Character Name may be hard to come up with. Don't panic. You can use anything as long as you are happy with it.

Your gamemaster will have some churches for his playing world and your character may choose to join one. Talk this over with your gamemaster.

Race and Class denote your character's being. Who am I? What do I do?

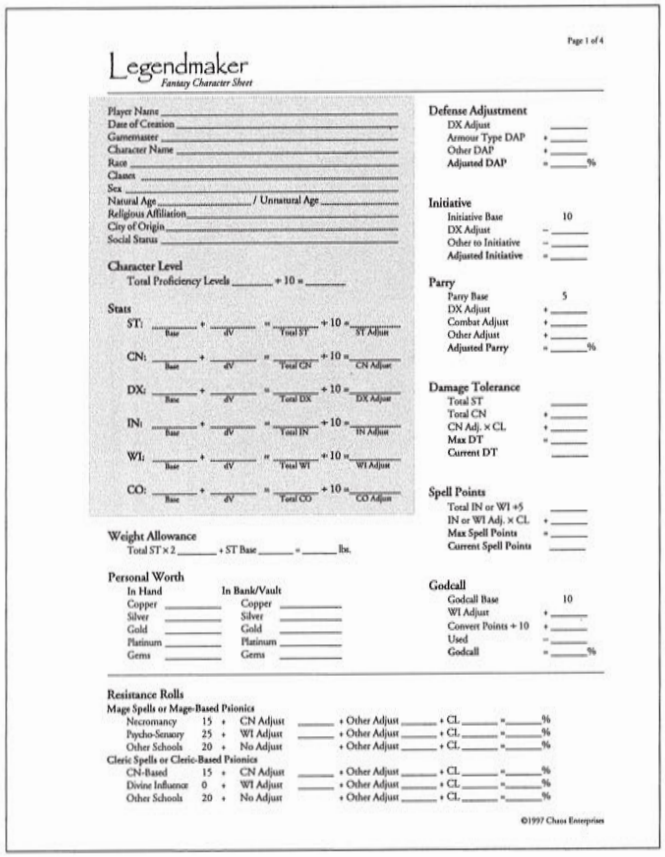
Your gamemaster will also assign your character's City of Origin and Social Status. Social Status is based on whether or not the character has been in trouble or not and is usually a simple "Good" or "Poor."

Next comes Character Level. This is just a place to compute your character's level as a comparison to other characters.

Now comes another large block called the "Stats" chart. It holds all your character's statistics. This is the section that defines your character's physical and mental attributes. Let's review what those abbreviations are for:

ST = Strength
CN = Constitution
DX = Dexterity
IN = Intelligence
WI = Wisdom
CO = Comeliness

Also in this section are the dVs, or "Dice Values," for your stats, the "Stat Totals" for each statistic, and the "Stat Adjust" for each statistic. The Stat Adjusts are used in several other places, so learn where these are now.



Page 1 of 4

Legendmaker
Fantasy Character Sheet

Player Name
Date of Creation
Gamemaster
Character Name
Race
Classes
Sex
Natural Age / Unnatural Age
Religious Affiliation
City of Origin
Social Status

Character Level
Total Proficiency Levels ____ ÷ 10 = ____

Stats
ST: Base + dV = Total ST + 10 = ST Adjust
CN: Base + dV = Total CN + 10 = CN Adjust
DX: Base + dV = Total DX + 10 = DX Adjust
IN: Base + dV = Total IN + 10 = IN Adjust
WI: Base + dV = Total WI + 10 = WI Adjust
CO: Base + dV = Total CO + 10 = CO Adjust

Weight Allowance
Total ST × 2 ____ + ST Base ____ = ____ lbs.

Personal Worth

In Hand		In Bank/Vault	
Copper		Copper	
Silver		Silver	
Gold		Gold	
Platinum		Platinum	
Gems		Gems	

Defense Adjustment
DX Adjust
Armour Type DAP +
Other DAP +
Adjusted DAP = ____%

Initiative
Initiative Base 10
DX Adjust −
Other to Initiative −
Adjusted Initiative =

Parry
Parry Base 5
DX Adjust +
Combat Adjust +
Other Adjust +
Adjusted Parry = ____%

Damage Tolerance
Total ST
Total CN +
CN Adj. × CL +
Max DT =
Current DT

Spell Points
Total IN or WI +5
IN or WI Adj. × CL +
Max Spell Points =
Current Spell Points

Godcall
Godcall Base 10
WI Adjust +
Convert Points ÷ 10 +
Used −
Godcall = ____%

Resistance Rolls

Mage Spells or Mage-Based Psionics								
Necromancy	15	+	CN Adjust	____	+ Other Adjust ____	+ CL ____	= ____	%
Psycho-Sensory	25	+	WI Adjust	____	+ Other Adjust ____	+ CL ____	= ____	%
Other Schools	20	+	No Adjust		+ Other Adjust ____	+ CL ____	= ____	%
Cleric Spells or Cleric-Based Psionics								
CN-Based	15	+	CN Adjust	____	+ Other Adjust ____	+ CL ____	= ____	%
Divine Influence	0	+	WI Adjust	____	+ Other Adjust ____	+ CL ____	= ____	%
Other Schools	20	+	No Adjust		+ Other Adjust ____	+ CL ____	= ____	%

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Just a few notes on keeping this easy:

Write clearly... there's nothing worse than not being able to read your Character Sheet.

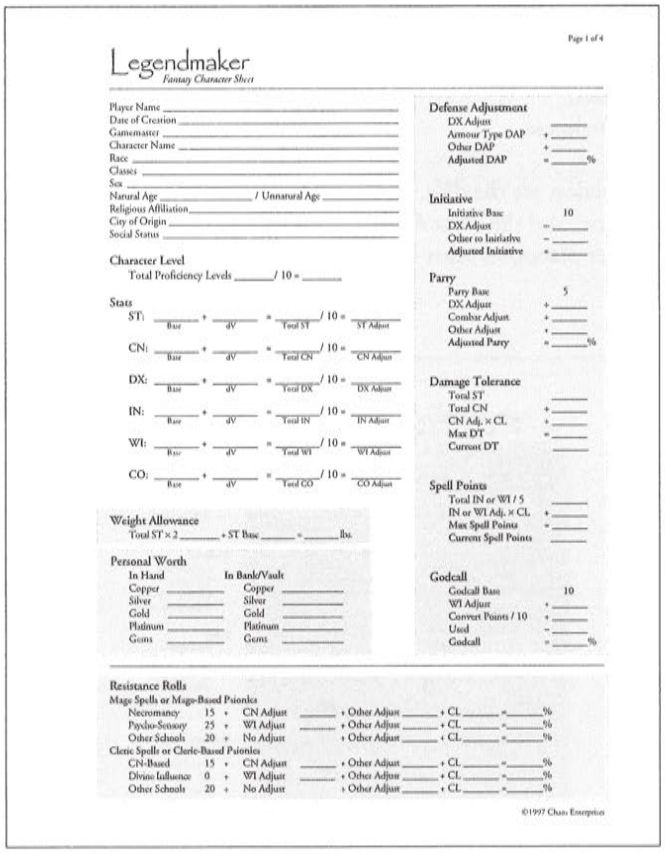
Use abbreviations if the blanks are too short. We tried to make them large enough even for people with really bad handwriting (like me), but sometimes, even really long isn't long enough.

Another hint: You can cut colored sticky notes to cover the blanks on the Character Sheet for items that change often- Current Damage Tolerance, Current Spell Points, etc.

When you start creating your character, try this: Copy the Stat Bases first, straight down the line, then write the number of dice to roll for your dV down below the dV blank, next to the word "dV." This saves a lot of time when creating because you're not looking between two places and trying to copy at the same time.

Underneath the Stat chart is a formula for Weight Allowance. This is occasionally used by the gamemaster to determine if your character can lift things, carry them across the desert for five days without water, and then fight an army of crazed wolves while holding them. Sounds silly, doesn't it? I've had players attempt it. They didn't get very far.

"Personal Worth" is a place to keep up with how rich your character is. We chose some simple monetary units. Your gamemaster may change the names of these. He may even tell you to scratch through the terms we use and write in his. That's fine... he's allowed to do that.



Page 1 of 4

Legendmaker
Fantasy Character Sheet

Player Name _____
Date of Creation _____
Gamemaster _____
Character Name _____
Race _____
Classes _____
Sex _____
Natural Age _____ / Unnatural Age _____
Religious Affiliation _____
City of Origin _____
Social Status _____

Character Level
Total Proficiency Levels _____ / 10 = _____

Stats
ST: Base + dV = Total ST / 10 = ST Adjust
CN: Base + dV = Total CN / 10 = CN Adjust
DX: Base + dV = Total DX / 10 = DX Adjust
IN: Base + dV = Total IN / 10 = IN Adjust
WI: Base + dV = Total WI / 10 = WI Adjust
CO: Base + dV = Total CO / 10 = CO Adjust

Weight Allowance
Total ST × 2 _____ + ST Base _____ = _____ lbs.

Personal Worth

In Hand		In Bank/Vault	
Copper		Copper	
Silver		Silver	
Gold		Gold	
Platinum		Platinum	
Gems		Gems	

Defense Adjustment
DX Adjust _____
Armour Type DAP + _____
Other DAP + _____
Adjusted DAP = _____%

Initiative
Initiative Base 10
DX Adjust = _____
Other to Initiative = _____
Adjusted Initiative = _____

Parry
Parry Base 5
DX Adjust + _____
Combat Adjust + _____
Other Adjust + _____
Adjusted Parry = _____%

Damage Tolerance
Total ST _____
Total CN + _____
CN Adj. × CL + _____
Max DT = _____
Current DT _____

Spell Points
Total IN or WI / 5 _____
IN or WI Adj. × CL + _____
Max Spell Points = _____
Current Spell Points _____

Godcall
Godcall Base 10
WI Adjust + _____
Convert Points / 10 + _____
Used = _____
Godcall = _____%

Resistance Rolls
Mage Spells or Mage-Based Psionics

Necromancy	15	+ CN Adjust _____	+ Other Adjust _____	+ CL _____	= _____%
Psycho-Sensory	25	+ WI Adjust _____	+ Other Adjust _____	+ CL _____	= _____%
Other Schools	20	+ No Adjust	+ Other Adjust _____	+ CL _____	= _____%

Cleric Spells or Cleric-Based Psionics

CN-Based	15	+ CN Adjust _____	+ Other Adjust _____	+ CL _____	= _____%
Divine Influence	0	+ WI Adjust _____	+ Other Adjust _____	+ CL _____	= _____%
Other Schools	20	+ No Adjust	+ Other Adjust _____	+ CL _____	= _____%

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Now, at the top right starts what we refer to as the combat chart, though it's not called that anywhere. There's a lot of information here.

"Defense Adjustments" is a place to keep track of your character's armour and ability to defend against attacks. When the gamemaster asks for your DAP, it's right here, listed as "Adjusted DAP." You need to remember this.

Next is your character's "Initiative" section. Initiative is deciding who goes first. Individual initiative goes something like this: you roll a ten-sided die and add your "Adjusted Initiative" score to that number. Your gamemaster will do the same for the opponent. Whoever has the lower number gets to go first.

"Party Initiative" is similar. The character with the lowest "Adjusted Initiative" rolls a ten-sided die, adds his "Adjusted Initiative," and reports that to the gamemaster. The gamemaster does the same, then adds or subtracts depending on gamemaster stuff, like the number of opponents, etc.

When the gamemaster asks you to roll initiative, now you know what to do.

The parry allows your character to fend off an opponent's successful attack. Here's how that works. The gamemaster rolls his dice and rolls under his monster's PCA to hit your character's DAP. Let's say he rolled a 24. You now get the opportunity to parry that attack. You look here, under "Adjusted Parry" to find what your parry is. Let's pretend it's a 12. You now add the 12 to the monster's 24, getting 36. Now, you have to roll under a 36 to parry the monster's attack. If you succeed, then you take no damage. If you don't succeed, you take damage from the attack. Oh, darn.

The "Spell Points" section is used only by Mages and Clerics to keep track of their Spell Points. Fighters and Thieves will not use it at all.

The "Godcall" area is a place to calculate your character's percent chance to receive divine aid in the case of an emergency. It should probably be noted here that any character can receive convert points by converting another character or a Non-Player Adventurer to his church. It should also be noted that if a character claims to be agnostic or atheist, he has no Godcall. If there are no Religious Affiliations listed at the top of Page One, there is no chance for the character to have a successful Godcall.

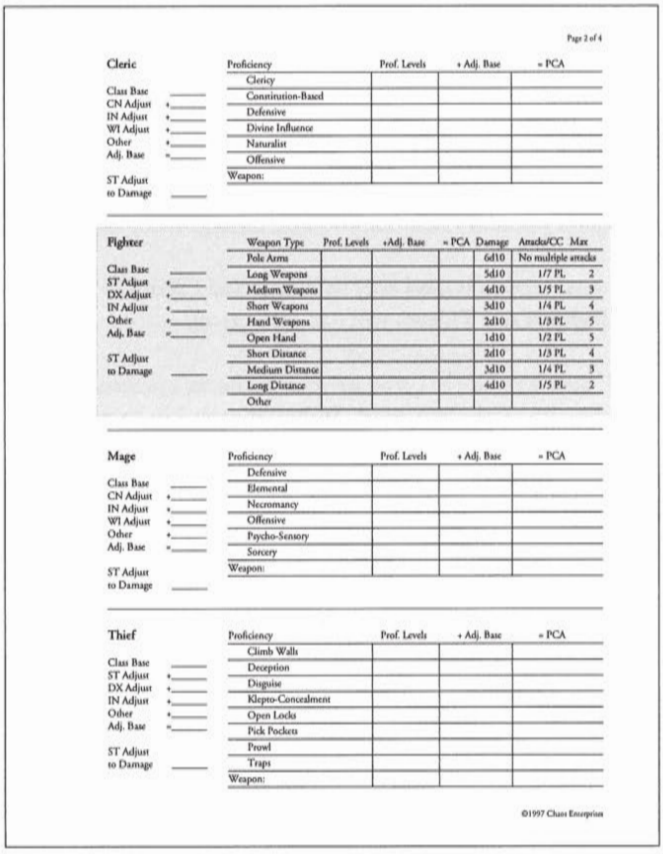
__Legendmaker__ is just a game. It is not an alternate belief system, nor does it pretend to be.

The section for Resistance Rolls is down here at the bottom. Every character has natural resistances to magic and clerical spells. Four schools of spells have specific resistances: Necromancy and Psycho-Sensory in the Mage schools, and CN-Based (Constitution-Based) and Divine Influence schools for the Cleric. All other forms of spells from all other schools are resisted using the "Other Schools" percentage. Because these help your character stay alive a little longer, this chart is a good thing to remember.

The gamemaster might also use these for other percentages, like using the CN-Based Resist to determine a character's resistance to torture. Just a thought.

Mechanics

Page Two contains all of your character's Proficiencies. This is where you look to see if your character can do stuff pertaining to their chosen class professions. For this example, we're going to look at the Fighter Proficiencies. First, there's a little formula on the left used to obtain your character's Adjusted Base ("Adj. Base"). Next is listed the Proficiencies in the Class Block. Here, the Fighter Proficiencies are listed as Weapon Type. Next comes a column in which you divide your character's Proficiency Levels. Next to that is a column for your character's Adjusted Base, the number we just talked about on the far left. Add these numbers up to get your character's PCA in all his Proficiencies.



Page 2 of 4

Cleric

Class Base ____
CN Adjust *____
IN Adjust *____
WI Adjust *____
Other *____
Adj. Base =____

ST Adjust to Damage ____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Clerics			
Constitution-Based			
Defensive			
Divine Influence			
Naturalist			
Offensive			
Weapon:			

Fighter

Class Base ____
ST Adjust *____
DX Adjust *____
IN Adjust *____
Other *____
Adj. Base =____

ST Adjust to Damage ____

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms				6d10	No multiple attacks	
Long Weapons				5d10	1/7 PL	2
Medium Weapons				4d10	1/5 PL	3
Short Weapons				3d10	1/4 PL	4
Hand Weapons				2d10	1/3 PL	5
Open Hand				1d10	1/2 PL	5
Short Distance				2d10	1/3 PL	4
Medium Distance				3d10	1/4 PL	3
Long Distance				4d10	1/5 PL	2
Other						

Mage

Class Base ____
CN Adjust *____
IN Adjust *____
WI Adjust *____
Other *____
Adj. Base =____

ST Adjust to Damage ____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base ____
ST Adjust *____
DX Adjust *____
IN Adjust *____
Other *____
Adj. Base =____

ST Adjust to Damage ____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls			
Deception			
Disguise			
Klepto-Concealment			
Open Locks			
Pick Pockets			
Prowl			
Traps			
Weapon:			

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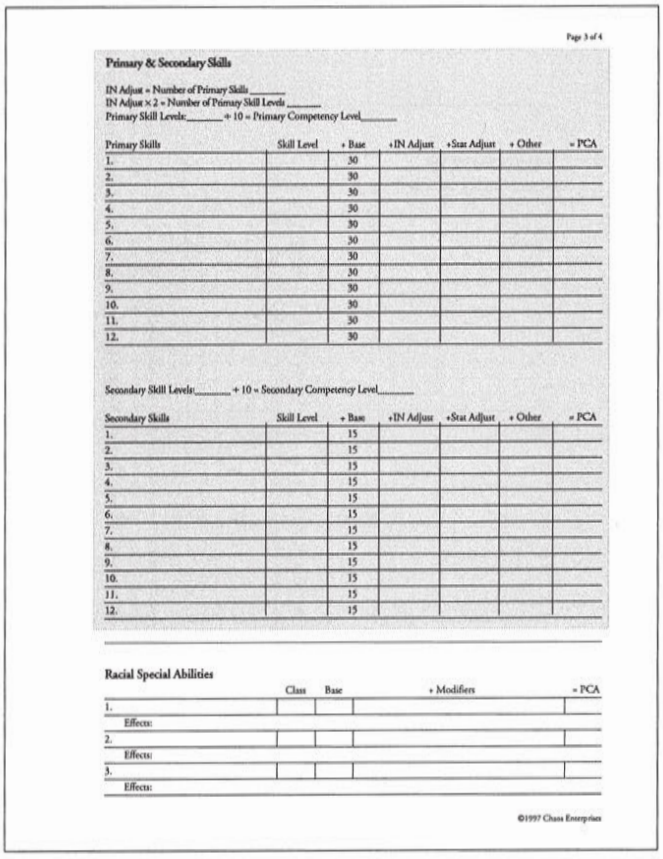
Since we're talking about the Fighter, let's go ahead and mention that the Fighter block also has a listing of the Damage each particular Weapon Type will do and how many multiple attacks and how many Proficiency Levels (PL) your character must have in order to make multiple attacks.

Page Three is a listing of all of your character's Skills and Racial Special Abilities.

At the top are several formulae for computing the number of Skills and Skill Levels your character initially gets. When your character gains Skill Levels, then the blank after "Primary Skill Levels:" will change. This is where you actually keep track of your Skill Levels.



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Primary & Secondary Skills

IN Adjust = Number of Primary Skills _____
IN Adjust × 2 = Number of Primary Skill Levels _____
Primary Skill Levels:_____ ÷ 10 = Primary Competency Level_____

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		30				
2.		30				
3.		30				
4.		30				
5.		30				
6.		30				
7.		30				
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels:_____ ÷ 10 = Secondary Competency Level_____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

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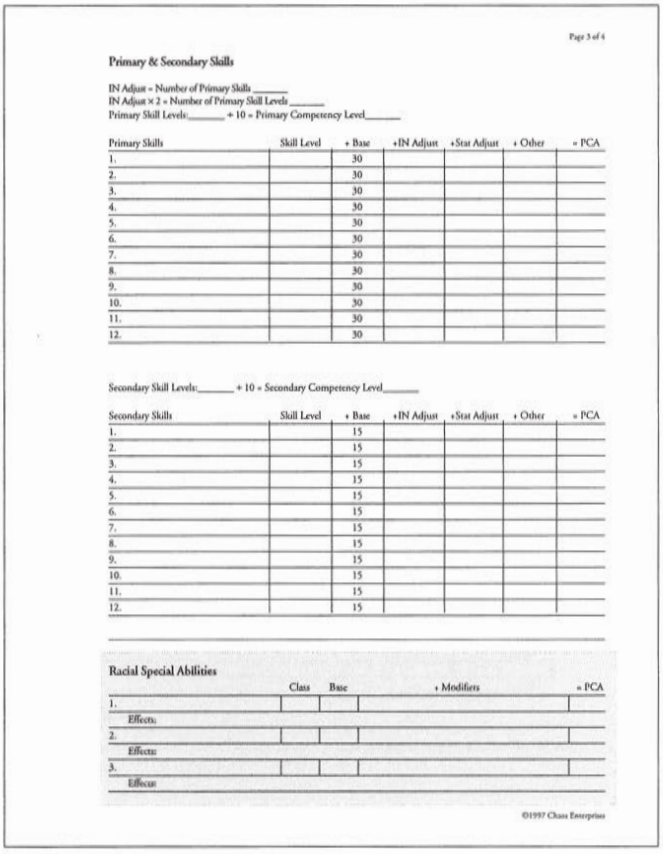
You have a series of slots for your chosen Skills, then a column for the Skill Levels you choose to place in those Skills. Next comes a column of 30s. This is the Base for all Primary Skills. Next comes a column to transfer your Intelligence Adjust from Page One. Next is a column for any other statistical adjusts from other Statistics or age. A column for any other adjustments your gamemaster might choose to give you comes right before the last column where you compute your character's PCA.

Similar care is taken for Secondary Skills your gamemaster gives you as you continue to play.

"Racial Special Abilities" is a section used by nonhuman characters as a place to calculate their chances of using a Racial Special Ability. Racial Special Abilities mimic some of the Cleric and Mage spells, so, instead of giving them bizarre names that don't mean anything, we've given the name of the associated spell. In the first section of the chart is a place to write the name of the ability. Directly under that is a line for the Effects of the ability. Next comes a column where you write what Class (Cleric or Mage) the ability mimics. The Base is listed with the Ability, as well as any modifiers (like +5% per year... which means your character gets 5% better for every year he is alive). Finally, there is a column for the total PCA to use this ability.



Page 3 of 4

Primary & Secondary Skills

IN Adjust = Number of Primary Skills _____
IN Adjust × 2 = Number of Primary Skill Levels _____
Primary Skill Levels:_____ + 10 = Primary Competency Level_____

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		30				
2.		30				
3.		30				
4.		30				
5.		30				
6.		30				
7.		30				
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels:_____ + 10 = Secondary Competency Level_____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

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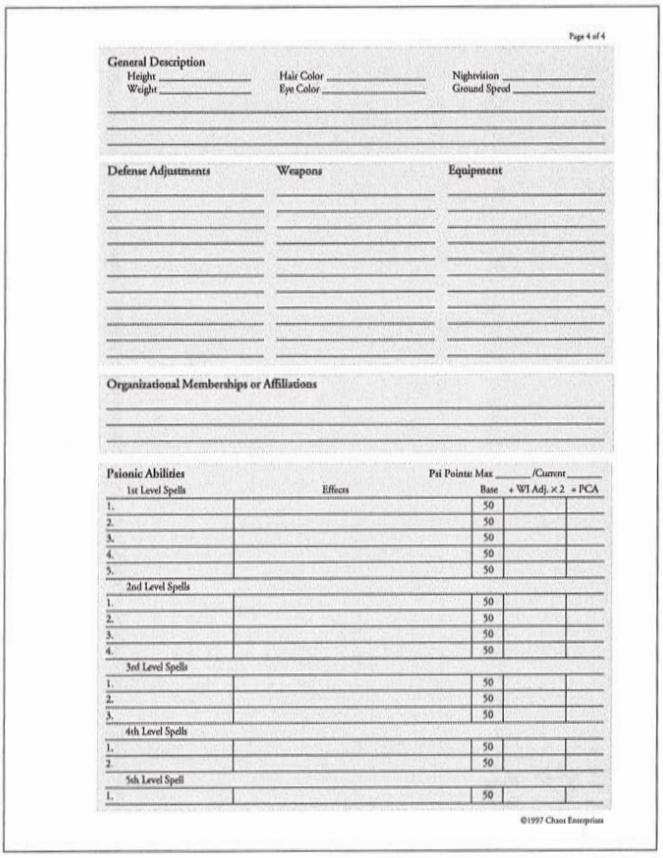
These Racial Special Abilities come in handy on a regular basis. Learn where this chart is.

Page Four is lots of information about your character- physical description at the top, possessions and equipment in the middle, Organizational Memberships and Affiliations just below that, and a section for Human Psionic Abilities under that.

The "General Description" section is just that, a place for you to write a description of your character.

"Defense Adjustments" is a place for you to write down your character's armour and shields.

"Weapons" is a column where you can keep track of all your character's weapons and where they are on your character's body, if they need to be hidden, etc.



Page 4 of 4

General Description

Height _____ Hair Color _____ Nightvision _____
Weight _____ Eye Color _____ Ground Speed _____

Defense Adjustments	Weapons	Equipment

Organizational Memberships or Affiliations

Psionic Abilities — Psi Points: Max _____ /Current _____

1st Level Spells	Effects	Base	+ WI Adj. × 2	+ PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		

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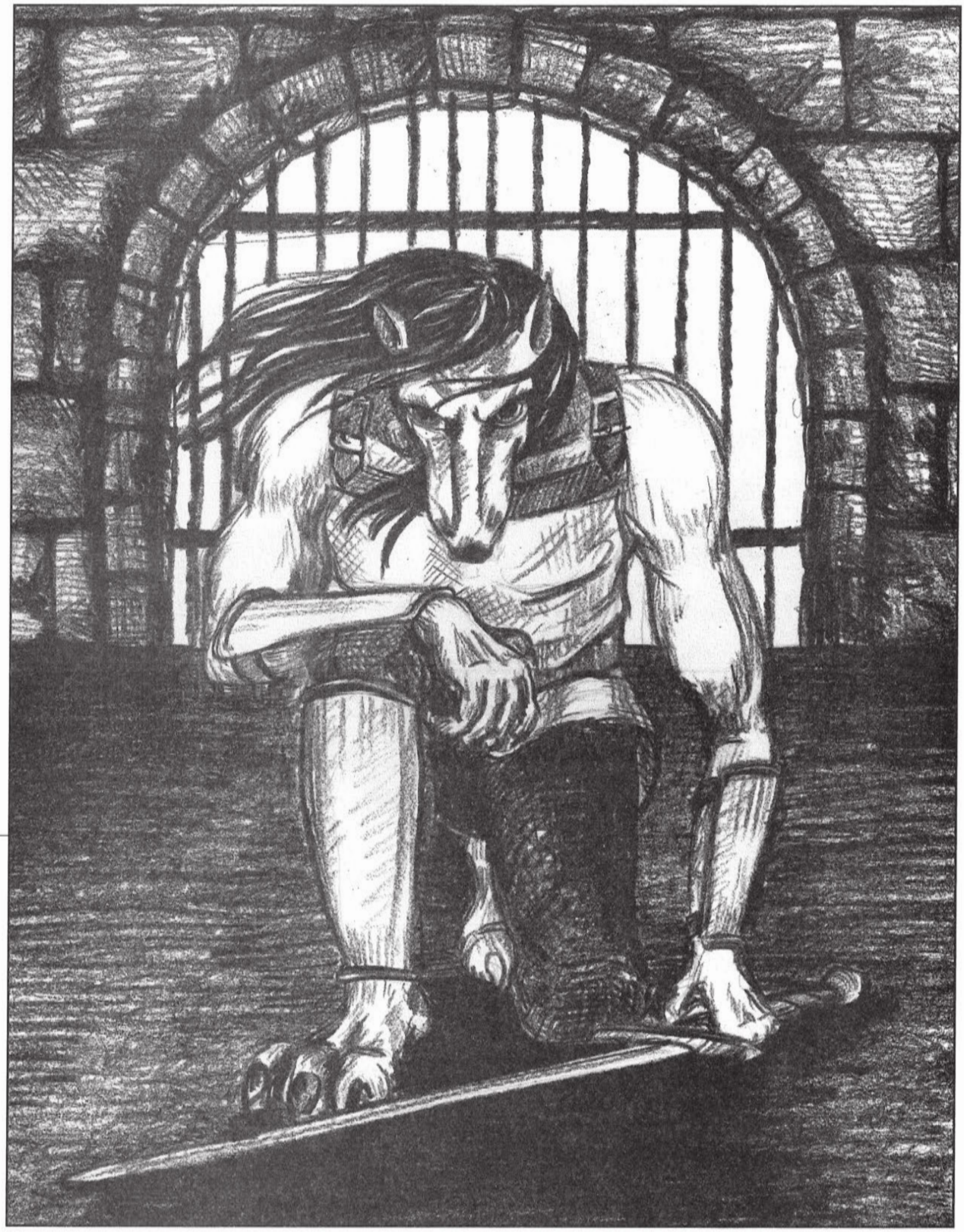
"Equipment" is where you write down all the other stuff your character has. This area may get a little crowded, so you can use a separate sheet of paper if you run out of room on this one.

"Organizational Memberships or Affiliations" is a place to keep track of the clubs, churches, guilds, etc., that your character joins on his treks across your gamemaster's world.

Finally, "Psionic Abilities" finishes our tour of the Character Sheet. Psionic Abilities act much like Racial Special Abilities, so make sure you review that section. The Psionic Abilities and how to determine if you have them and which ones you get are described in the "Human" description in the "Fantasy Races" section of this book.

Fantasy Races

Morris' loyalty is limitless. His judgement, though, leaves a bit to be desired. He seems to have become the sidekick of a certain warrior of the church of Myshella named Solstice. They roam around getting into the most unimaginable situations and, even more unimaginable, they survive. Myshella must certainly be shining her light upon them. Or, maybe it's just dumb luck.



Fantasy Races

Below is a composite of all the races to give you some sense of scale. Starting from the large hairy foot on the left, you have Morris the Kaynyn, Munglewart Stickypalm the Shireling, Diarrah the Pheelyne, Praetorius the High Elf, Shlozz Hammerfist the Dwarf, Solstice the Human, Erin Goldenhair the Wood Elf, Darktooth the Half-Orc, Shannon Elendell the Half-Elf, and Argyle the Gnome.

There are many character races from which to choose when creating a character in *Legendmaker*. Described here are the races most often used in fantasy roleplaying. This is not to say, however, that these are the only races available. The descriptions that follow will probably become mere guidelines for the gamemaster as he develops his world and the races which dwell there. Not all races may be available on all worlds; gamemasters may disallow races which he feels are too powerful or too weak for players to use. This is left entirely to the gamemaster.

Let's talk about how to read these descriptions. On the main portion of the page is a complete description of the race and its sub-races, any racial special abilities that race may have, and a little about the racial culture, from which the gamemaster can draw to develop his own unique world. It should be noted here that Racial special Abilities mimic certain Cleric and Mage spells as listed and that, for a complete description of the ability, you should check the Cleric and Mage spell descriptions. In the side bar is a list of the racial statistics, including nightvision, height, weight, life expectancy, and maximum ground speed (listed as the number of feet one can run given 5 seconds). These should be assumed as average- exceptions always exist.

Finally, have fun pretending to be someone you're not!

Dwarves

Dwarves are short, stocky, and strong. Of all the races, they are the best miners, the best jewelers, and the best makers of plate mail armour and metal weapons. Though they are not necessarily the brightest of people, they are good merchants and have a wonderful sense of humor. There are very few dwarven mages, though the magics used to enchant armour and weapons is known and is used in almost every piece of weaponry and armour they make, establishing dwarven goods as highly prized in the weapons markets and armouries.

All dwarves have the following racial special abilities:

Elemental Meld (Mage)
PCA: 30% + 1% / 10 years of age (50% Maximum)
Duration: 1 minute + 1 minute / 10 years of age
Limitations: the individual and possessions, and only in earth or stone

Enhance Item (Mage)
PCA: 30% + 1% / 10 years of age (80% Maximum)
Duration: 2 minutes + 1 second / year of age
Limitations: weapons and armour only

Dwarven Sub-Races

Grey Dwarves

These are the most common dwarves in most campaign settings. Their skin is characteristically grey, thus the name. They live in the wooded mountains. Their occupations run the full gamut between farmer and warrior. They are most commonly found in towns and cities as commission blacksmiths and merchants.

High Dwarves

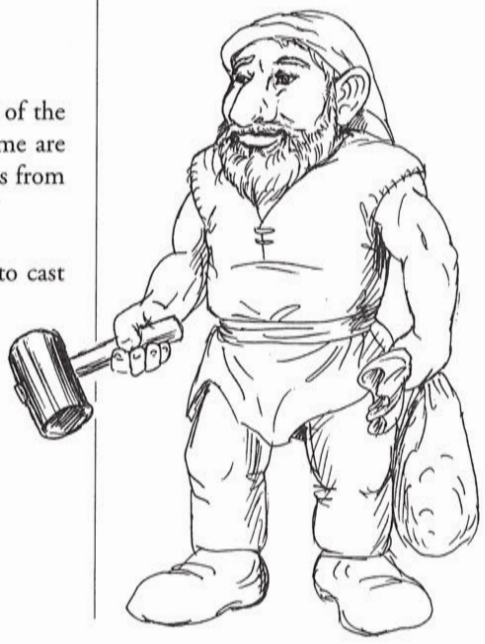
This is the mountain-dwelling sub-race of dwarves. They are the keepers of the dwarven mines and trade their metals and gems for food and goods. Some are merchants in the larger cities and have been known to accept commissions from kings and other members of the ruling classes of other races.

Dwarves get a +30% adjust to cast enhance armour and a +10% adjust to cast magical armour and weapon enchantments.

Statistics:
ST: 50+4d10
CN: 60+4d10
DX: 20+4d10
IN: 30+5d10
WI: 30+5d10
CO: 20+5d10

Nightvision:
Grey: 60 ft
High: 90 ft

Height: 3 ft - 3 ft 9 in
Weight: 65 lbs - 130 lbs
Life Exp: 150 - 300 years
Ground Speed: 90 ft/CC



Statistics:
ST: 30+4d10
CN: 30+3d10
DX: 50+4d10
IN: 50+5d10
WI: 20+4d10
CO: 50+5d10

Nightvision:
Darkling: 120 ft
High: 90 ft
Wood: 60 ft

Height: 4 ft 6 in - 6 ft
Weight: 100 lbs - 180 lbs
Life Exp: 200 - 350 years
Ground Speed: 140 ft/CC

Elves

Elves are usually the oldest of the races in any campaign world, their histories dating back to the creation of their world, or beyond. Their knowledge of magic is almost as old.

Elves make excellent jewelry and clothing, most notably recognized for their woven cloths. Elves are expert weaponsmiths and have their own methods for curing metals for weapons and armour. Their chain mail is of the highest quality, and their plate mail is second only to dwarven plate in quality, though probably both weapons and armour by elves are more desired than dwarven due to the quality of craftsmanship and the fine ornamentation designed by the elves.

Elves follow a strict social code with three classes- servantman, merchant, and ruling class. Only rarely will an elf socialize outside his social strata, with the exceptions of weddings and royal festivities.

All elves have the following racial special abilities:

Aura Illumination (Cleric)
PCA: 30% + 1% / 10 years of age (No Maximum)
Duration: 10 seconds + 5 seconds / 10 years of age
Limitations: 5 foot radius + 1 foot / 10 years of age

Speak with Dead (Cleric)
PCA: 30% + 1% / 10 years of age (50% Maximum)
Limitations: 1 question + 1 question / 10 years of age, the dead creature must have partial elven blood

Elven Sub-Races

Darkling

The Darkling race is the most distinctive of the elven sub-races. They have glossy black skin, silver hair (usually worn long on both men and women), and their eyes are invariably red-irised with white pupils. Darkling are devoutly religious and thus make the best elven clerics. Darkling are the elven miners. They are also the best of the elven blacksmiths, using a special blend of metals to produce a uniquely smelted black steel used in all their armour and weapons. The process and methods for making this steel is a best-kept secret.

All Darkling have the following additional racial ability:

Sphere of Darkness (Mage)
PCA: 30% + 5% / 10 years of age (No Maximum)
Duration: 1 minute + 1 minute / 10 years of age
Limitations: 5 foot radius + 1 foot / 10 years of age

High Elves

These are the hidden, reclusive, self-proclaimed elven ruling class. Their skin is almost translucently pale and smooth, their eyes wide and blue, their hair blonde or light brown. They are the most magically inclined of the elven sub-races. Despite their haughtiness, the high elves are almost totally dependent upon trade with the wood elves for their sustenance. There are few high elven Fighters, but those encountered will invariably be Necro-warriors.

The high elves keep the histories of their world as completely as possible, noting more fully, however, the accomplishments of any of their race. Their art and music is legendary in scope and brilliance, and some high elven artists have been known to accept commissions from ruling monarchs of other races.

All high elves have the following racial ability:

Undetectable Deception (Cleric)
PCA: 30% + 5% / 10 years of age (No Maximum)
Duration: 1 minute + 5 seconds / 10 years of age
Limitations: the individual only

Wood Elves

Wood elves are the most common of the elven sub-races, and are numerous in cities and forests. Their skin is almost humanly pink, though a little greyer, their eyes vary in color, and their hair can be of any color common to humans. They are farmers, merchants, traders, and warriors. They are the elven smiths most common to the public and are the providers for the high elves. They have incredible tracking and medicinal skills.

All wood elves have the following racial ability:

Familiar (Mage)
PCA: 30% + 1% / 10 years of age (No maximum)
Duration: Life of creature
Limitations: woodland animals only, one familiar at a time.

Statistics:
ST: 20+2d10
CN: 40+3d10
DX: 40+4d10
IN: 60+4d10
WI: 30+3d10
CO: 40+3d10

Nightvision:
High: 60 ft
Wood: 90 ft

Height: 2 ft - 3 ft
Weight: 30 lbs - 70 lbs
Life Exp: 100 - 200 years
Ground Speed: 70 ft/CC

Gnomes

Gnomes are probably the most mischievous of the races. They are, as a whole, a friendly, though never completely trusting, race. They are short, barely two and a half feet tall, have white hair, blue or pink eyes, oversized noses, and a propensity for beards. They live in small villages in forests and in tunnels underground, though some live in the large cities and are known for their uncanny ability to appraise gems, though this ability seems to become impaired when examining jewelry and cut stones.

Their own culture does not believe in fancy ornamentation, preferring simple, uncut stones wound in silver or gold wire to the fancy jewelry of humans and elves. Their communities are friendly and no social status is implied. Citizens do what they do best to help the community.

All gnomes have the following racial special abilities:

Heal (Cleric)
PCA: 40% + 1% / 10 years of age (No Maximum)
Effect: 10d10 to Damage Tolerance + 1 point / 1 year of age

Speak with Animals (Cleric)
PCA: 30% + 1% / 10 years of age (No Maximum)
Duration: 1 minute + 30 seconds / 10 years of age
Limitations: animal must be from the open woods and undomesticated

Summon Animal (Cleric)
PCA: 30% + 1% / 10 years of age (50% Maximum)
Limitations: 1 creature + 1 creature / 10 years of age, individual must be in a wooded area, not in an enclosed space, 1 mile radius

Gnome Sub-Races

High Gnomes

These are the elite gnome ruling class. They reside in the forested mountain dwellings, protecting the gnome mines. Their skin is an almost humanly pink. They rely on the wood gnomes as merchants for their raw gems and metals for which they receive food and goods.

Wood Gnomes

These gnomes live in the forests close to town and in structured towns, acting as merchants and appraisers of gems and valuable metals. Their associations with the high gnomes are secretive but common, arranging for delivery of merchandise for purchase or barter. Their skin is pink, with a touch of brown.

Half-Elves

Half-elves are common in cities as merchants and middlemen to the elves, though some elves, particularly high elves, shun them for having "impure" blood. Most are of wood elf origin and all, regardless of elven blood, are welcome in the wood elf communities.

Half-elves are a mixed breed of elven and human, and the human genes are dominant. The half-elf strongly resembles a human, with the exception of lengthened, pointed ears and a slight narrowness in the eyes. They are as varied in coloration and personality as are humans.

All half-elves have the following racial special abilities:

Aura Illumination (Cleric)
PCA: 30% + 1% / 2 years of age (No Maximum)
Duration: 10 seconds + 5 seconds / 2 years of age
Limitations: 5 foot radius + 1 foot / 2 years of age

Friend (Mage)
PCA: 30% + 1% / 2 years of age (No Maximum)
Limitations: 1 creature + 1 creature / ((CH + CO) ÷ 5)

Statistics:

ST:	*30+4d10*
CN:	*30+4d10*
DX:	*40+4d10*
IN:	*50+4d10*
WI:	*40+4d10*
CO:	*50+4d10*

Nightvision: 60 ft

Height: 5 ft - 6 ft
Weight: 120 lbs - 180 lbs
Life Exp: 90 - 120 years
Ground Speed: 120 ft/CC

Statistics:

ST: 40+5d10
CN: 50+4d10
DX: 20+6d10
IN: 30+4d10
WI: 60+4d10
CO: 10+4d10

Nightvision: 90 ft

Height: 5 ft 9 in - 7 ft 6 in
Weight: 150 lbs - 350 lbs
Life Exp: 45 - 60 years
Ground Speed: 160 ft/CC

This ability allows the half-orc to have an "undead steed." Or bony dog or whatever.

Half-Orcs

Half-orcs are generally the outcasts of racial upper societies. Despite this, they are the most clerically oriented of the races. Combining this with their strength, they make excellent Holy Warriors.

Half-orcs are the children of orcs and any other demi-human race (human, elf, half-elf, dwarf). They are typically ugly and have a genetic fear of water deeper than their ankles. They are tall. Their hair is typically dark, as is their skin coloration, though many light shades of skin are found.

All half-orcs have the following racial special abilities:

Pet (Cleric)
PCA: 30% + 1% / 1 year of age (No Maximum)
Duration: Life of the animal

Animate Dead (Cleric)
PCA: 10% + 1% / 1 year of age (No Maximum)
Duration: Until dispelled, destroyed, or maximum number of creatures is reached
Limitations: 1 creature per use, creature must be a dead animal, maximum number of creatures at any one time = age ÷ 5

Humans

Humans are the least privileged race, yet they remain the elite, the remembered, the heroes. Every race owes allegiance to and has legends of some human warlord or other.

Humans come in all sorts of colors and mentalities. No one sub-race is intrinsically better than any other.

Humans do have one advantage over other races, however small a compensation it may be, and that is their slim chance of human racial special abilities, or, as referred to by other individuals, psionic powers. These are spell-like powers dwelling within the brain's dormant areas. The chance of a human character having psionic abilities is 10%. Roll 2d10, subtract the character's Intelligence Adjust from this, and compare that number to the chart.

01-02 = Major Psi (35 Psi Points):	Five 1st Level Spells Four 2nd Level Spells Three 3rd Level Spells Two 4th Level Spells One 5th Level Spell
03-06 = Minor Psi (16 Psi Points):	Four 1st Level Spells Three 2nd Level Spells Two 3rd Level Spells
07-10 = Marginal (4 Psi Points):	Four 1st Level Spells

11-25 = No apparent psi powers. Some occasional abilities may be present, but purely random (and at gamemaster's discretion only).

26-00 = No psionic abilities at all.

Psi Points are used as spell points. They are renewed by one hour of rest per point, with a minimum of four hours required to gain back the first point. In other words, if your character rests for one hour after a psi battle, he gets no points. If he rests for two hours, he gets nothing. If he rests for four hours, he gets 4 Psi Points back and one point for each full hour thereafter he is able to rest.

The psionic may choose his spell-like abilities from either or both the Mage or Cleric Spell lists, subject to gamemaster's approval. Unlike the other races' spell-like abilities, psi powers do not have set levels, though these levels never change, not even with age or practice.

The Base percent chance for successfully using these powers is the following formula:

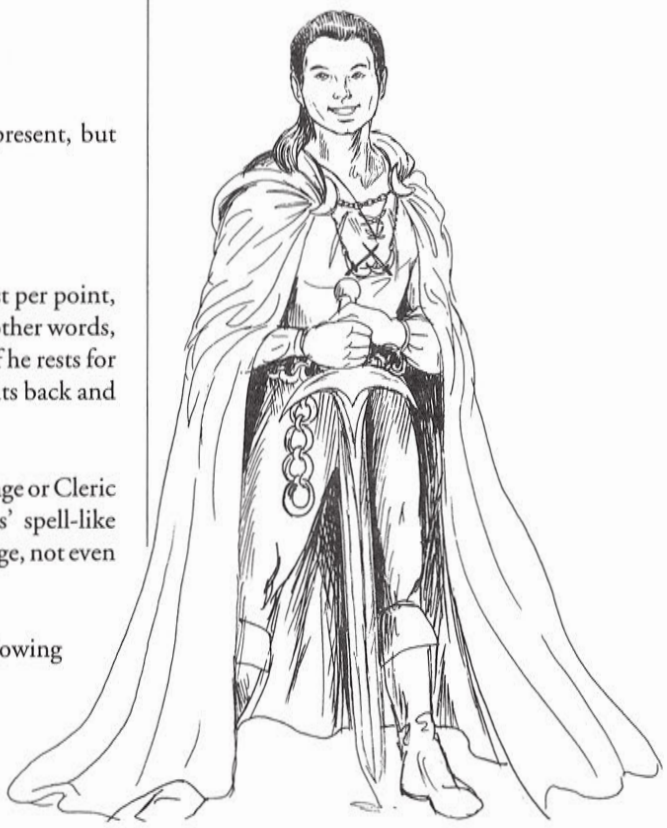
Chance for successful casting = 65% + (WI Adjust × 2). No bonuses or penalties apply.

Statistics:

ST: 30+5d10
CN: 30+5d10
DX: 30+5d10
IN: 40+4d10
WI: 40+4d10
CO: 40+5d10

Nightvision: None

Height: 4 ft 6 in - 6 ft 6 in
Weight: 69 lbs - 250 lbs
Life Exp: 65 - 85 years
Ground Speed: 100 ft/CC



Statistics:
ST: 60+4d10
CN: 50+4d10
DX: 20+4d10
IN: 30+3d10
WI: 30+4d10
CO: 10+5d10

Nightvision: 90 ft

Height: 7 ft 6 in - 8 ft 6 in
Weight: 180 lbs - 300 lbs
Life Exp: 50 - 60 years
Ground Speed: 180 ft/CC

Kaynyn *(pronounced kay-nin)*

Kaynyn are a separate and totally different intelligent biped race from all the others. In appearance they resemble their lycanthropic counterparts, though they are in no way related to them. The Kaynyn race evolved separately from the canine species and into their own societies.

Kaynyn are strong and healthy creatures, with high Strengths and Constitutions. Because of their high Constitution, Kaynyn need only a bare minimum of sleep, about five hours per day. They also have excellent senses of smell and hearing and they make magnificent trackers through almost any terrain (+15% on all tracking-related activities). They are also inherently claustrophobic and much prefer the open air to cities and caves.

All Kaynyn have the following racial special abilities once per day:

Slow/Hasten (Mage)
PCA: 30% + 1% / 5 years of age (No maximum)
Duration: 1 minute + 1 minute / 5 years of age

Speak with Animals (Cleric)
PCA: 30% + 1% / 1 year of age (No maximum)
Duration: 1 minute + 1 minute / 5 years of age
Limitations: animal must be from the open woods and undomesticated

Summon Animal (Cleric)
PCA: 30% + 1% / 1 year of age (50% Maximum)
Limitations: 1 creature + 1 creature / 10 years of age, 1 mile radius

Pheelynes *(pronounced fee-lines)*

Pheelynes are a separate and totally different intelligent biped race from all the others. The Pheelyne race evolved separately from the feline species and into their own societies.

Pheelynes are racially fickle and tend to regard other races as inferior.

A Pheelyne's life span consists of nine lives, each life lasting no longer than ten years. At each transitional phase, the Pheelyne must perform a religious ritual that they are taught from birth. Being a sheltered race, their first transition will almost always occur within the family settings, insuring safe passage into the next stage of life. This ritual is followed for two reasons. First, that's the way it is with a religion, and secondly, while the Pheelyne is dead, its body could become host to a wandering spirit if left unprotected. The ritual involves a natural glyph of warding and the death will last for a number of days equivalent to the Pheelyne's life-stage: one day the first time, two days the second time, etc., until the end of the ninth life, at which time the Pheelyne will no longer resurrect. During combat, if a Pheelyne is knocked down to 10% of his total Damage Tolerance, he will retreat and prepare for death. Whether he dies or not depends upon how much damage he sustains after retreating, doesn't it? When a Pheelyne dies, he loses one point from his Constitution Total. This may drop below the racial minimum... that's okay.

Generally speaking, Pheelynes do not use constrictive armour or weapons, preferring leather and light chain and short weapons and long distance weapons.

Pheelynes are quite vulnerable to sleep spells, resisting at -10%, and they always sleep for the maximum time period. They have an excellent sense of smell and they make excellent trackers (+15% on all tracking-related activities).

All Pheelynes have the following racial special abilities once per day:

Spirit Dance (Ritual)
PCA: 100% - 5% / life
Note: This dance actually creates two wards, one against the living and one against the dead. No spirit, regardless of type, can enter the ward if successfully cast. No unauthorized living being can enter the ward without making a Resistance vs Divine Influence roll at -50%. If the Resistance Roll is unsuccessful, the creature is rendered unconscious for the remainder of the ritual's duration plus one day. If the Resistance Roll is successful, the living creature suffers 10d10 damage and is subject to the same effects as he leaves.

Floating Fall (Mage)
PCA: 30% + 10% / life
Duration: 30 seconds + 10 seconds / life
Limitations: 10 ft radius

Speak with Animals (Cleric)
PCA: 30% + 1% / 1 year of age (No maximum)
Duration: 1 minute + 30 seconds / 1 years of age
Limitations: animal must be either feline or domesticated

Statistics:
ST: 30+4d10
CN: 40+4d10
DX: 60+4d10
IN: 20+3d10
WI: 20+2d10
CO: 60+4d10

Nightvision: 150 ft

Height: 5 ft 8 in - 6 ft 6 in
Weight: 80 lbs - 110 lbs
Life Exp: 90 years
Ground Speed: 200 ft/CC

This ritual is best described as a "Dance of Death." It is an animated, highly practiced, spasmodic dance. The area contained within the dance is the area of protection. It can be huge... an entire town, perhaps, if the Pheelyne can dance that long.

Statistics:
ST: 20+2d10
CN: 40+4d10
DX: 50+4d10
IN: 40+4d10
WI: 40+4d10
CO: 50+3d10

Nightvision: 60 ft

Height: 3 ft 6 in - 4 ft
Weight: 45 lbs - 70 lbs
Life Exp: 85 - 100 years
Ground Speed: 60 ft/CC

Shireling

Shireling are the taller cousins to dwarves. They tend to have sticky fingers and an apparently genetic predilection for smoking pipes.

Shireling are three and a half to four feet tall, covered in short, fine hair, with the exception of their feet, which are oversized and covered in a course brown hair. Their spellcasting abilities have never been fully explored.

Shireling have an incredible ability to work with leather and other cloth goods. They are the best tailors and their leather armour is the best. No exceptions. They also grow and cure a wide variety of tobaccos and other smokable herbs.

All Shireling have the following racial special abilities once per day:

Pet (Cleric)
PCA: 30% + 1% / 1 year of age (No maximum)
Duration: Life of the animal, maximum number of pets = age ÷ 10

Speak with Animals (Cleric)
PCA: 50% + 1% / 1 year of age (No maximum)
Duration: 1 min + 30 sec / 5 years of age

Sphere of Light (Mage)
PCA: 30% + 2% / 1 year of age (No maximum)
Duration: 1 min + 1 min / 2 years of age
Limitations: 5 feet + 1 foot / 5 years of age

Xenomorphs

Xenomorphs are the most mysterious of the races because there is no definitive description of them, nor any known history or creation myth.

The only piece of information about them that is certain is that one has never been known to change into something much larger than a human and only on rare occasions into something that isn't biped. This description will be based upon these facts.

Xenomorphs have an almost human mass ranging from 100 to 210 pounds. This mass will remain constant regardless of their form. This means that a short form will require a round shape and a skinny form an elongated body. Forms should be exclusively biped. Finally, the Xenomorph can only transform into creatures with whom he has come in physical contact with genetic material. This limits his shape-shifting tremendously. "Genetic material" is in every cell in every body, but in order to get enough of the stuff to morph, the Xenomorph must absorb an equivalent of 10 ccs, 10 milliliters. This fluid can be blood, saliva, sweat (10 ccs of perspiration is a lot!), dead skin (10 ccs of skin scales is also a lot!), or other fluid or organ.

A Xenomorph's life span is rather short, maximum ages of 35 being average. When they have lived a full life span, Xenomorphs undergo mitosis, splitting into two smaller, separate Xenomorph young with no memories of their former self. Many Xenomorphs die during this period as they are eaten or killed by other larger creatures.

All Xenomorphs have the following racial special abilities once per day:

Friend (Mage)
PCA: 30% + 1% / 1 year of age (50% Maximum)
Limitations: 1 creature + 1 creature × ((CH + CO)÷5)

Aura Illumination (Cleric)
PCA: 30% + 1% / 1 year of age (80% Maximum)
Duration: 10 sec + 5 sec / 1 year of age
Limitations: 5 ft radius + 1 ft / 1 year of age

Interpret Language (Mage)
PCA: 50% + 1% / year of age (No maximum)
Duration: as long as Xenomorph maintains that form
Limitations: language interpreted is the native tongue of the creature polymorphed into, oral language only

Other Races

If you or your gamemaster has a race that doesn't quite fit, then define it. It's perfectly all right as long as you maintain a balance. Don't make a super-race that could just wipe out the rest of the races, because they would. Have fun.

Statistics:
ST: 30+4d10
CN: 20+3d10
DX: 40+3d10
IN: 40+4d10
WI: 40+3d10
CO: Special

Nightvision: 60 ft

Height: Special
Weight: 100 lbs - 210 lbs
Life Exp: 30 - 35 years
Ground Speed: Special

A special note is necessary here concerning the xenomorph and his self-awareness. Most xenomorphs live happy, fruitful lives, never realizing they are natural shape-shifters.

After they undergo mitosis, the xenomorph will take on the shape of a young baby, the same race as the xenomorph before it. This usually leads to the child being raised by someone of the same race, or by foster parents.

At puberty, the xenomorph may start to morph uncontrollably (gamemaster's discretion) depending on how many genetic codings the xenomorph has picked up in 10 or 11 years. Despite this natural shifting, some xenomorphs will consider this part of a witch's spell, as might his parents and their entire village.

Some xenomorphs, though, will discover their ability to control the changes. This is the self-aware xenomorph. He may not like his "gift." He may never choose to use it.

Fantasy Classes

I was startled by her presence in the shadows, standing there motionless, her attentions focused on the house across the street. She turned quickly to face me, her light brown features contorted into a snarl. "Don't sneak up on me like that," she hissed. Before I could reply, she put a soft, fur-covered hand over my mouth and pulled me further back into the alley. "What we are looking for is just across the way." She smiled slyly and added, "And I think I can retrieve it without confrontation, if you can stay out of my hair long enough for me do my job." Slightly embarrassed, I nodded and quietly returned to the pub to wait. Diarrah always had a way of getting what she wanted.

Fantasy Classes

Catch this while you can: this is a game. You (the reader and player) are a real person. The character you choose to play is not real. He is a few numbers on a piece of paper. It's just a game.

The true fun of fantasy roleplaying is the imagining of being a character that cannot exist in reality. Being able to hack and slash your way out of a mob of senseless ghouls as they rake their claws against the polished surface of your armour, pointing your finger and creating a fireball of great intensity flare into the midsts of the scavenger horde, sneaking into the heavily guarded palace and taking back that statue that belongs in a museum, calling upon the powers of the great thunder god to strike down the masses of unearthly spirits as they attempt to destroy the last of the holy temples... these are the adventures awaiting you as a character. But these adventures require discipline and skills, what we call Proficiencies. Bear with me a while as we discuss the various Character Classes and the Proficiencies that go along with them, or...

What Do You Want to Be When You Grow Up?

There are four essential Character Classes- Cleric, Fighter, Mage, and Thief. Here's how they differ.

The Cleric

A disclaimer is due here: when I speak of gods and deities, I am referring to imaginary, insubstantial, unreal figures of a personal, fictional mythology. This is a game... it is not an alternate belief system.

The Cleric is a holy man, serving his church and god to the end of his days. As a direct link between his congregation and his god, the Cleric has control of the powers of his deity through the medium of the Cleric Spells. These spells are divided into six schools: Clericy (basic spells), Constitution-Based (healing and harming spells), Defensive, Divine Influence (constituting direct contact with his god), Naturalist (having to do with the forces of nature), and Offensive. His Spell Points are based on his total Wisdom value (Use the WI Adj when determining Spell Points).

Should a Cleric character ever fall from his faith, he loses all Spell Points and abilities. Further retribution is left to the gamemaster.

For further discourse on the use of spells, please refer to the "Spellcasting and Rituals" section of these guidelines.

Skills the Cleric might choose would be religions, singing, medical, medicinal, herbology or pharmacology.

The Fighter

Fighters have been portrayed as the big ugly mugs knocking down doors and pulling a sword to swat a mosquito. Fantasy roleplaying gives a person the opportunity to change that by playing an intelligent, sensitive (or at least less maniacal) warrior more in keeping with the ideal rather than the myth.

The Fighter is the very heart and soul of any fantasy roleplaying system. He fights for several reasons- self-preservation, money, love. His Proficiencies include the following categories: Pole Arms (7 feet and longer), Long Weapons (5 to 7 feet, or heavy-headed hand weapons), Medium Weapons (3.5 to 5 feet, or medium-weighted hand weapons), Short Weapons (1 to 3.5 feet, or light weight hand weapons), Hand Weapons (almost exclusively daggers, or objects thrown 15 feet or less), Open Hand (Boxing, Unarmed Martial Arts, Wrestling), Short Distance (15 yard range), Medium Distance (30 yard range), Long Distance (45 yard range), and Natural Weapons (claws, teeth, etc.). As you can see, the Fighter has far more choices to make than any other character class. He has at least 9 Proficiency slots to choose from (Humans don't get Natural Weapons), and each slot involves a multitude of weapons. The fighter can be quite versatile.

Skills a Fighter wants include hunting, tracking, metal smithing, and tailoring.

The Fighter also becomes a trained killer in certain circumstances. He might choose to fill his Skills with stealth skills, making him an assassin. This is not a class, per se, but a choice on the character's (i.e. player's) part to become something more specialized than a mercenary. Should this route be chosen, it should be made very clear that assassins tend to work alone or in small groups of two or three party members. Usually, these party members will be unaware of the character's true nature. It must also be understood that the assassin works for one thing: the contract. He works for money (or something he holds valuable) and he will not renege on his contract, nor ask for reasons why this person or that. Should he ever back out of his contract, his reputation as an assassin will be destroyed and others in his profession might take it on themselves to rid the world of one so unworthy. This brings up the question of an organization of assassins, a guild, if you will. This is left to gamemaster's discretion, but the threat of a guild certainly might make a character (and a player) think twice about changing the terms of a contract.

We do not condone murder, assassination, theft, violation of any laws of any kind, and we abhor violence. This is a game, a peaceful game to be played between friends in an atmosphere of fun and respect.

A last note concerning assassins- Lee Harvey Oswald did **not** *work alone.*

The Mage

The Mage is the quintessential fantasy roleplaying character. The whole concept of being able to blow up an opponent by pointing a finger and mumbling a few arcane phrases in a long-lost ancient tongue is almost too seductive. Mages are powerful characters, controlling the forces of the elements and the cosmos.

Another disclaimer, in case I have not made my point: I do not believe in magic in any form and do not promote such here. This is a game.

The Mage schools are broken into six different types: Defensive, Elemental (dealing with the elements of air, earth, fire, and water, as well as several intermediate types), Necromancy (control of the spirits), Offensive, Psycho-Sensory (illusions of the senses), and Sorcery (basic spells). His Spell Points are based on his total Intelligence value (Use the IN Adj when determining Spell Points).

One of the most powerful of these is Necromancy. It is so powerful that it ages the Mage who chooses to continue in the pursuit of Necromantic knowledge. For every 10 Proficiency Levels a Mage places in Necromancy, the Mage ages 1d10 years. As you can see, the price can be very high for one who specializes in Necromancy.

For further discourse on the use of spells, please refer to the "Spellcasting and Rituals" section of these guidelines.

Skills for a Mage character would include medical, medicinal, herbology or pharmacology, languages, and religions.

The Thief

Again, we do not condone the breaking of any laws. Fantasy roleplaying offers an escape by providing a safe means of witnessing the consequences without actually having to break real laws.

The Thief is after the money. A Thief rarely wants to kill his victim, preferring to sneak in, grab what he can, and avoid contact at all costs. His Proficiencies include Climb Walls, Deception, Disguise, Klepto-Concealment (the larcenous form of sleight of hand), Open Locks (of both turnkey and combination varieties), Pick Pockets, Prowl (the art of moving silently and unseen), and Traps (being able to find, set, and disarm traps, as well as finding and opening hidden doors)

Thieves will find forgery, languages, history, and poisons most beneficial as Skills.

Subclasses

50 Proficiency Levels equals 5 Character Levels... which means your character will be at least 10th level when he finishes his training in the second class.

Another note... once your character changes classes, even though he keeps his other Proficiencies, he cannot add to them for a minimum of 50 Proficiency Levels. It is often advisable to wait longer than 5 Character Levels before subclassing.

Legendmaker offers two subclasses: the Holy Warrior and the Necro-Warrior. A subclass is a combination of two of the character classes. There are several conditions that must first be met, however. In order to subclass, the character must be single-classed for a minimum of 50 Proficiency Levels in his Primary Proficiencies. The character can then receive an apprenticeship in the second class, placing those initial 10 Proficiency Levels in his new class' Proficiencies. Now, a minimum of 40 more Proficiency Levels must be placed in the new class before the character can place any Proficiency Levels in his original class.

The following subclasses are available in the *Legendmaker* Fantasy Module:

Cleric:
Holy Warrior: Cleric-Fighter

Mage:
Necro-Warrior: Mage-Fighter

The advantage of becoming a Holy Warrior or Necro-Warrior is that these characters have the opportunity to learn to cast and fight simultaneously. These

characters do not need to lay down their weapon or move to one side of a fight if they desire to cast; they merely cast.

During the Fighter apprenticeship, the character cannot cast simultaneously... he's still learning. When the apprenticeship is over, the new Holy Warrior or Necro-Warrior receives 10 Proficiency Levels which he distributes as a new character would: five in one Fighter Proficiency and no more than two in any of the other Fighter Proficiencies. He has one Character Level in Fighter Proficiencies.

Now comes the fun part. However many Character Levels the new Holy Warrior or Necro-Warrior has in his Fighter Proficiencies is the highest Spell Level that he can cast while fighting. With 10 Proficiency Levels, the Holy Warrior or Necro-Warrior can cast a First Level spell while fighting. When he reaches 20 Proficiency Levels in his Fighter Proficiencies, he can cast a Second Level spell. When he reaches 30 Proficiency Levels in his Fighter Proficiencies, he can cast a Third Level spell. This is true until he gains 50 Proficiency Levels. At that point, the ability ends. No Holy Warrior or Necro-Warrior can fight and cast a spell of Sixth Level or greater simultaneously.

The good part to this is that, by the time the "good" part of the subclass gain is over, your character is now Tenth Character Level or higher... very powerful, very cool.

Your gamemaster may design further subclasses. Discuss additions with him. The hard part is coming up with "goodies" for the subclass. "Cast and fight" is very cool. "Fight and Pick Pockets" seems a little out of whack, as does "Cast and shoplift" But, this is your system... change it, have fun with it, make it better.

Fantasy Classes

Your gamemaster may have more Skills to add to this list. Ask him.

In the main body of text, there is a description of each Skill. In the sidebar, there is first any Statisitics Adjustment made to the Skill, then follow any Adjustments the Skill makes to other Skills or Proficiencies. If your character has both Skills, then his PCA is better in one because he has the other.

But Proficiencies alone do not a character make. In addition to the Class proficiencies, the player must also choose some Skills to add to the playability of the character. The Skills provide a wide selection of knowledge- and work-based manipulations to round out your character. These Skills can be things your character learned growing up, or they can be things learned during initial apprenticeships. What it boils down to is this: the Fighter Proficiencies teach you how to stay alive, but the Skills let you Hunt, Trap, Cook, and Preserve, allowing you to saty alive longer.

There are a few Skills we recommend for all characters: Read/Write Language (Native), Horsemanship, and Swimming. These will usually keep you alive for a good time just on their own.

So, without further ado, here are the Skills.

DX Adj
+5% to Parry

Acrobatics- this is tumbling and tightrope walking and any other activity requiring great agility.

WI Adj, +5% to Deception
+10% to Storytelling
+ 5% to Deception

Acting- there are two types of acting:
Improvisation- being able to create an act on the spot without a script. A Wisdom Adjust is given for knowing how to "read" an audience.
Memorization- being able to memorize a script and stage directions.

Alchemy- the ancient art of chemistry. The idea was to turn base metals, like lead, into gold. The eventual results produced, among other things, gunpowder.

+5 to Damage against humanoid opponents
+10% to Medical

Anatomy- the study of the internal workings of animals.
Animal- this can be equated to early veterinary science.
Humanoid- this is the study of the humanoid body.

WI Adj

Animal Husbandry- raising and breeding stock animals.

WI Adj

Animal Training- teaching animals to act and behave in certain capacities, such as guard animal, transport, hunting assistant.

+5% to Set Traps

Animal Trapping- trapping animals for food or fur.

+15% to Locate Secret Doors

Architecture- rudimentary training in stone and wood construction.

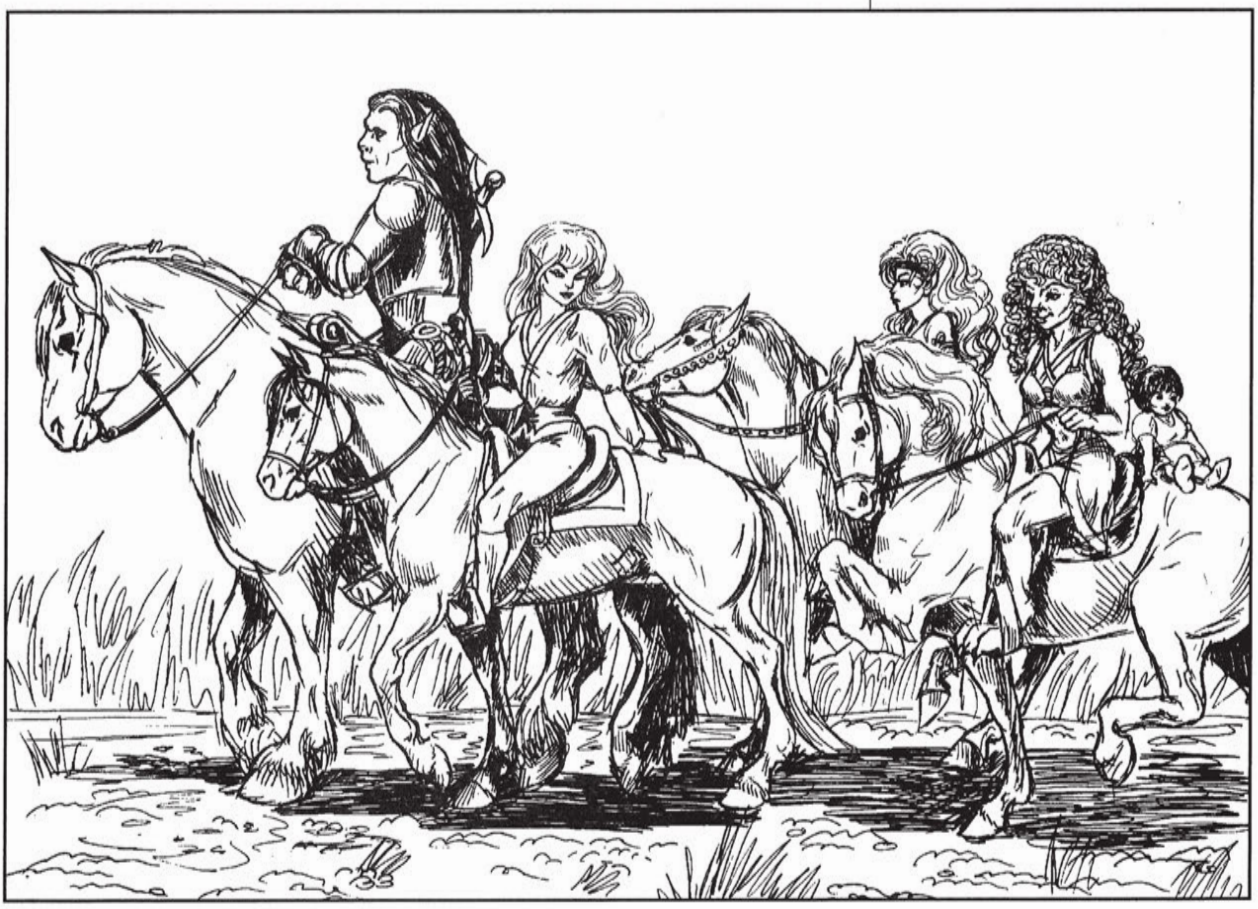
Astrology- the study of the effects of heavenly bodies on mortal affairs. When combined with Improvisational Acting and/or Deception, can be quite lucrative.

+10% to all Navigation

Astronomy- the study of the actual heavenly bodies. Not quite as profitable as Astrology, but can be combined with Navigation to save your life.

Bartending- the science of building the perfect drink. This skill is not only useful for gaining friends but comes in handy when your character is low on cash.

Blind Fighting- the ability to fight in total darkness or when visually impaired. This form of fighting is not taught as a Fighter Proficiency during a Fighter's apprenticeship. It is only available as a skill.	
Body Modification- Several fine arts requiring a steady hand and a fairly stable stomach. Implantation- surgical insertion of non-organic objects into a living form. Piercing- putting holes in bodies where holes don't belong. Prosthesis- artificial limbs, like hooks, claws, and peg-legs. Tattooing- permanent body art.	
Bowyer/Fletcher- the art of making bows and arrows.	*DX Adj*
Boxing- one of the Skills taught in Open Hand combat in the Fighter Proficiencies.	*ST Adj*
Brewing/Distilling Beverages- the art of making alcohol.	
Camouflage- the art of visible disguise using indigenous items. Objects- the art of hiding objects in plain sight. Personal- the ability to hide a character in woods or urban setting using clothing and available items.	*WI Adj* *DX Adj* *+10% to Prowl*



Fantasy Classes

DX Adj	Carpentry- the art of making useful items out of wood.
DX Adj	Cartography- the ability to draw maps based on personal experience.
DX Adj	Climbing- the skill of climbing objects, be those objects walls, cliffs, trees, or something else.
	Cooking- the ability to mix ingredients without a recipe and still get something edible.
	Cosmetology- the art of making someone more beautiful than they already are. When combined with Simple Facial Disguise, this can be extremely profitable.
DX Adj	Dancing- the art of rhythmic movement.
	Disguise - Simple Body- the use of padding and/or prosthesis to change a person's physical shape. Simple Facial- use of simple makeup techniques to change the visual impression of a person's face. Vocal Impersonation- the art of changing one's voice to sound like someone else.
	Diplomacy- the art of saying "Nice Doggy" until you find a really big stick.
WI Adj	Dousing- the ability to find objects through divination by stick, pendulum, or rods.
+10% to Diplomacy	Etiquette- the art of using the accepted code of conduct in any situation.
WI Adj	Farming- the ability to raise farm crops.
DX Adj *+10% to Cartography* *+20% to Handicraft* *+20% to Tattooing*	Fine Arts- a large area of knowledge covering drawing, sculpture, painting, etc.
DX Adj	Forgery- the ability to visually duplicate any written form.
	Gambling- the science of chance and probability in association with money.
+10% to Jewelry	Gemology- the study of raw gems. This includes the ability to appraise raw gems and cut stones.
DX Adj	Handicraft- weaving, sketching, clay work, leather work, on a more functional scale than Fine Arts.
+5% to Medicinal	Herbology- the study of herbs and their medicinal qualities.
+10% to Global Religions *+15% to Storytelling*	History- the knowledge of a campaign world.

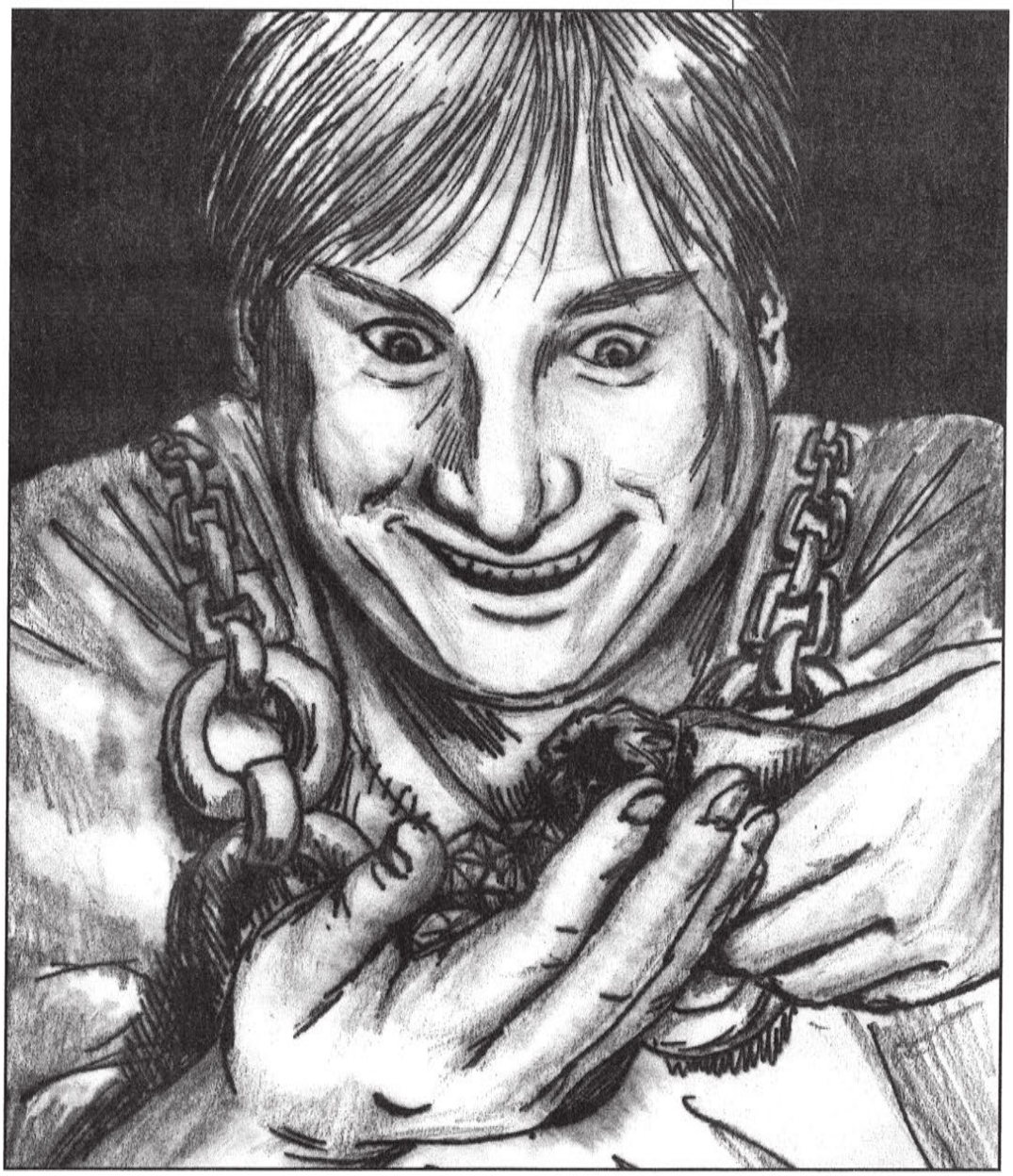
Hunting- the art of killing an animal for use as food. Includes knowledge of how to use hunting animals properly. | *ST Adj*

Identify -

Plants and Herbs- the ability to know what plants are indigenous to a certain area. This also includes how to tell those that are edible from those that aren't. | *+5% to Medicinal*

Poisons- the ability to determine a type of poison from a sample or effects.

Tracks- the ability to determine the type of creature ahead by the prints they leave behind.



Fantasy Classes

DX Adj	Juggling- the art of manual dexterity. This includes rope tricks, tossing spheres or clubs, even throwing daggers at nonliving targets. This Skill cannot be used as an offensive Proficiency or Skill.
DX Adj	Klepto-Concealment- the ability to hide small objects in the palm of the hand or on your character's person.
	Locate Secret Doors- the ability to find hidden doors based on architectural clues.
	Logistics- the ability to organize the movements of material and personnel. Large Groups- includes large-scale military campaigns of more than 20 men. Small Groups- organization of less than 20 people into a single force.
	Map Reading- the ability to read a map and interpret directions from a map.
ST Adj	Masonry- building with stones or bricks, with or without mortar.
+10% to Gambling	Mathematics- the study of numbers and their various relationships to each other.
WI Adj	Medical- the ability to diagnose illness or other medical problem.
WI Adj *+10% to Identify- Poisons*	Medicinal- the knowledge of how to treat illness or other medical problem. This includes knowing what philters, potions, or other herbal remedies will aid in the healing process.
CO Adj	Mesmerism- the ability to charm or fascinate another person.
+10% to Smelting	Mineralogy- the study of raw mined materials and the ability to identify such.
	Navigation - Requires Map Reading. Forest- crossing through forest using a compass only without the aid of the stars. Fresh Water- crossing fresh waters which have no tides using compass and stars. Open Land- crossing areas of open land using stars and compass. Open Ocean- crossing oceans with tidal influences using a compass and with or without the aid of stars.
DX Adj	Nonverbal Communication- the ability to communicate ideas through body language or learned sign language. Includes (gasp!) miming.
	Open Locks -
DX Adj	Turnkey- opened by turning a bolt within a chamber using a skeleton key or lock picks.
DX Adj	Combination- opened by deft manipulation of tumblers.
WI Adj	Palmistry- the art of divining an individual's future from the lines in his palm.

Persuasion- the ability to alter a person's reason or understanding	*WI Adj* *+10% to Deception* *+10% to Diplomacy* *+15% to Protocol*
Pharmacology- the science of using natural herbs or synthetic concoctions to aid in the healing process or to cause certain side-effects when introduced into a person's body through ingestion, open wound, or contact with skin. This last part is similar to, but should not be confused with, the preparation and introduction of poisons.	*+10% to Medicinal*
Pick Pockets (Outside)- the ability to pick the outside pockets of a person's garments	*DX Adj*
Play Instrument- the art of playing an instrument in a pleasing manner	
Keyed- piano, organ, harpsichord	*DX Adj*
Percussion- drums, cymbals, timpani, xylophones	*DX Adj*
Stringed- sitar, lute, banjo, guitar	*DX Adj*
Wind- includes both brass and woodwinds	*DX Adj*
Poetry- the art of writing poems	

	Poisons- the science of creating poisons designed to make a person ill, to incapacitate, or to kill.
DX Adj	Contact- used on inanimate objects to protect their contents. Also used on gloves or clothing during an attempt to kill.
DX Adj	Gel- used on weapons as an injected poison. Must be introduced during the attack.
DX Adj	Oral- applied in drinks or on food and ingested.
	Preserve Food- to preserve food by salting, drying, or through some other method of preservation.
DX Adj *+10% to Klepto-Concealment* *+5% to Pick Pockets*	Prestidigitation- slight of hand illusion through manual dexterity alone.
	Protocol- training in the customs involved with diplomatic relations between cultures or classes.
DX adj	Prowl - the ability to move stealthily.
	Read / Write Language - the ability to read and write a language.
One-half Age	Native- your character's native language is racial unless your character is human, then the native language is Common, unless your gamemaster decides differently.
	Common Darkling Dwarven High Elven Elven Gnome Kaynyn Orc Pheelyne Saurian Shireling
	Religion - knowledge of the various religions.
WI Adj	Global- knowledge of the big global churches and their associated symbols and myths.
WI Adj	Local- intimate knowledge of local myth and legend; centered on your character's city of origin.

Riding-	
Air- the ability to ride a trained flying creature (dragon, giant eagle, etc.).	*DX Adj*
Land- the ability to ride a trained land creature (horse, pony, battleboar, etc.).	*DX Adj*
Sea- the ability to ride a trained sea creature (giant sea horse, dolphin, etc.).	*DX Adj*
Sailing- the knowledge necessary to be a crew member on a sailing vessel.	*DX Adj*
Sculpting- the art of three-dimensional sculpting in stone, clay, ceramic, etc.	*DX Adj*
Singing- the ability to sing pleasingly.	
Smelting- the knowledge and skills required to refine raw metals.	*ST Adj*
Smithing- the art of beating metal into useful shapes, including armour, weapons, and tools.	*ST Adj*
Storytelling- the ability to captivate an audience through the telling of stories.	*WI Adj*
Swimming- the ability to swim.	*ST adj*
Tailoring- the art of making clothes and armour from cloth or leather.	*DX Adj*
Tanning- the art of turning a raw hide of an animal into leather.	
Tracking- the ability to track an animal or person across potentially vast distances.	
Traps -	
Find- the ability to find traps set by others.	*DX Adj*
Remove- the ability to remove or defuse or otherwise disable traps set by others.	*DX Adj*
Set- to design, build, and set a trap for others.	*DX Adj*
Unarmed Martial Arts- the art of unarmed combat.	*DX Adj*
Ventriloquism- the non-magical ability to project your voice to a nearby location.	*DX Adj*
Weapon- single- the ability to use a specific single weapon (crossbow, long sword).	*ST Adj*
Woodworking- the art of carving objects from wood.	*DX Adj*
Wrestling- another form of unarmed combat usually dealing with upper body strength.	*ST Adj*

Character Creation and Maintenance

I had watched her waiting on customers at the inn all night and, at times, I even imagined she was also watching me. Then, around midnight, as the crowds were dwindling and I was mustering up some courage to ask her what her name was, she was gone. I thought nothing of it, figuring she had returned home and secretly hoping I would see her again the next day.

The next morning, I saw the innkeeper instead. His daughter was missing. It took me a minute to see the family resemblance and only a few seconds to offer my help in finding his daughter.

Character Creation and Maintenance

Over here in the sidebar notes, we'll be creating Radcliff the Mighty, a Male Human Fighter. Since he is going to be a complete character, you may want to follow along on your own character sheet and make Radcliff your first character as well.

Under the section labeled, "Human" in the Quick Sheets, we find the Human Statistics. I've put the Dice Values in parentheses off to the side and added them up for you. You can see where they go by looking at the Character Sheet on the right.

ST: 30+5d10 (5, 8, 8, 9, 9=39)
CN: 30+5d10 (1, 4, 4, 6, 6=21)
DX: 30+5d10 (2,4, 4, 6, 9=25)
IN: 40+4d10 (7, 8, 9,10=34)
WI: 40+4d10 (1, 2, 6, 9=18)
CO: 50+4d10 (2, 3, 3, 5=13)

Trae rolled 3d10 to determine how much gold I got. He rolled a 3, a 5, and an 8 and put them together to get 358 gold pieces. Radcliff can put some in a vault later.

Trae gave Radcliff basic chainmail which has a DAP of 30.

Now, we copy all the Statistic Adjusts to where they need to be. The Statistic Adjust is the number on the far right of the Statistic formula.

The Combat Adjust under the Parry Base is 1/10 of the character's Weapon Proficiencies. Since Radcliff has 10 Proficiencies in Weapons, his Combat Adjust is 1.

One thing: "CL" stands for "Character Level." Since Radcliff is First Level, that's a 1. When he goes up a level, it will change to 2, then 3, blah, blah, blah.

Now it's time to create your first character, or...

How to play Frankenstein: Mary Shelley- Rolling in her grave!

For this section, you'll need copies of the Quick Sheets because all of the numbers and information is pulled from them. Permission is hereby granted to the original purchaser of this book to reprint the section entitled "Quick Sheets" for personal use only to expedite the play of the game described in this book.

You'll have to have a copy of the Character Sheet, too, so.... Permission is hereby granted to the original purchaser of this book to reprint the section entitled "Character Sheet" for personal use only to expedite the play of the game described in this book.

Page One: All the personal stuff....

Now you need to fill in some information:

Your name for the Player Name;
Today's date for Date of Creation;
The name of your gamemaster for Gamemaster;
The name you've chosen for your character for Character Name;
Your character's race for Race;
Your character's classes for Class;
Your character's gender (male, female, Xeno) for Sex;
Your character's Natural and Unnatural Ages (these should be the same at first);
Your character's church memberships, if any, for Religious Affiliation;
Your character's hometown for City of Origin (obtained from gamemaster);
Your character's social status (obtained from gamemaster).

Next, Total Proficiency Levels is equal to 10 per apprenticeship. If you are single classed, your character gets 10 Proficiency Levels to start. If he is double classed, then he gets 20. Divide this number by 10 to get your Character Level.

Now, look through the Quick Sheets and find your character's Racial Statistics and copy the bases into the slots provided. Next, roll the dice listed to get your Dice Values and write them in the dV space provided. Add these numbers up to get your Statistic Totals. Then take the Statistic Total and divide by 10 (round down) to get your Statistic Adjusts.

You can put your dice away.

Personal Worth is always determined by the gamemaster, as is Armour Type DAP.

The rest of this sheet is copying of Statistic Adjusts and running the formulae.

Note that the Initiative formula is the only formula with a minus sign. Very important.

Legendmaker
Fantasy Character Sheet

Player Name: Howard I. Scott, III
Date of Creation: 14 April 1998
Gamemaster: Trae Kemp
Character Name: Radcliff the Mighty
Race: Human
Classes: Fighter
Sex: Male
Natural Age: 17 / Unnatural Age: 17
Religious Affiliation: Church of Aargon
City of Origin: Southport
Social Status: Good

Character Level
Total Proficiency Levels 10 ÷ 10 = 1

Stats

	Base	+	dV	=	Total	÷ 10 =	Adjust
ST:	30	+	39	=	69	= 6	6
CN:	30	+	21	=	51	= 5	5
DX:	30	+	25	=	55	= 5	5
IN:	40	+	34	=	74	= 7	7
WI:	40	+	18	=	58	= 5	5
CO:	50	+	13	=	63	= 6	6

Weight Allowance
Total ST × 2 138 + ST Base 30 = 168 lbs.

Personal Worth

In Hand		In Bank/Vault	
Copper		Copper	
Silver		Silver	
Gold	358	Gold	
Platinum		Platinum	
Gems		Gems	

Defense Adjustment
DX Adjust 5
Armour Type DAP + 30
Other DAP + 0
Adjusted DAP = 35 %

Initiative
Initiative Base 10
DX Adjust − 5
Other to Initiative − 0
Adjusted Initiative = 5

Parry
Parry Base 5
DX Adjust + 5
Combat Adjust + 1
Other Adjust + 0
Adjusted Parry = 11 %

Damage Tolerance
Total ST 69
Total CN + 51
CN Adj. × CL + 5
Max DT = 135
Current DT 135

Spell Points
Total IN or WI ÷5 0
IN or WI Adj. × CL + 0
Max Spell Points = 0
Current Spell Points 0

Godcall
Godcall Base 10
WI Adjust + 5
Convert Points ÷ 10 + 0
Used − 0
Godcall = 15 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy	15	+	CN Adjust	5	+ Other Adjust		+ CL 1	= 21	%
Psycho-Sensory	25	+	WI Adjust	5	+ Other Adjust		+ CL 1	= 31	%
Other Schools	20	+	No Adjust		+ Other Adjust		+ CL 1	= 21	%

Cleric Spells or Cleric-Based Psionics

CN-Based	15	+	CN Adjust	5	+ Other Adjust		+ CL 1	= 21	%
Divine Influence	0	+	WI Adjust	5	+ Other Adjust		+ CL 1	= 6	%
Other Schools	20	+	No Adjust		+ Other Adjust		+ CL 1	= 21	%

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We need to calculate Radcliff's Adjusted Class Base. Since he is a single-classed Fighter, he gets 30% as a Class Base in his Fighter Chart. We add in his ST, DX, and IN Adjusts in their proper slots, then add to get a 48% Adjusted Base.

Because of his Strength, Radcliff also gets to add his Strength Adjust to the Damage his weapons will inflict. The ST Adj is off of Page One.

Because Radcliff has completed his weapons training, he gets 10 Proficiency Levels to divide in his Fighter Proficiency Chart.

While he trained, Radcliff became particularly fond of the Medium Weapons category. Not surprising, since this is the largest of the Weapon slots. It includes one-handed long swords, small broadswords, flails, maces, and medium-weighted axes, among others. Radcliff is going to put 5 Proficiency Levels in Medium Weapons so he has a good chance of using them. He also wants to be able to fight with a Hand Weapon, like a dagger, so he puts 1 Proficiency Level there. He wants to fight hand-to-hand, so he puts 2 Proficiency Levels in Open Hand. Finally, he has a Medium Distance short bow, so he puts 2 Proficiency Levels in Medium Distance Weapons. Now, he still has a 48% chance to use other weapons, but these slots are the ones he knows he will use most as a starting Fighter, so he chooses to learn these. He'll have the opportunity to learn more as he goes up levels.

Radcliff is single-classed, so he gets nothing in the rest of the Charts.

Page Two: What can you do?

Page Two of the Character Sheets is exclusively for your character's Proficiencies.

First, determine the Adjusted Class Base for your Chart. For a Primary Class, the Class Base is 30%. For a Secondary Class, the Class Base is 15%. Should your gamemaster allow Tertiary Classes, then the Base for a Tertiary Class is 5%. Next comes some Statistic Adjusts from Page One of the Character Sheet. Just copy those over into these slots.

Add these numbers up to get your Adjusted Class Base. Copy this number into all the slots under the column called "+ Adj. Base."

When your character completes an apprenticeship, he receives 10 Proficiency Levels to place in his Proficiency Chart in the following manner: 5 Proficiency Levels in one slot, no more than 2 in any of the others, excluding the Weapon slot for non-Fighters. So, you can put 5 Proficiency Levels in the slot you want to major in, and then you have 5 left over to divide as 2, 2, and 1 *or*, 2, 1, 1, 1, *or* 1, 1, 1, 1, 1, all within your Proficiency Chart. If you are multi-classed, you will fill two of these charts the same way: 5 in one, no more than 2 in any of the others. See the example Character Creation for more detail.

Cleric

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Clericy			
Constitution-Based			
Defensive			
Divine Influence			
Naturalist			
Offensive			
Weapon:			

Fighter

Class Base 10
ST Adjust +6
DX Adjust +5
IN Adjust +7
Other +_____
Adj. Base =48

ST Adjust
to Damage 6

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms	0	48	48	6d10	No multiple attacks	
Long Weapons	0	48	48	5d10	1/7 PL	2
Medium Weapons	5	48	53	4d10	1/5 PL	3
Short Weapons	0	48	48	3d10	1/4 PL	4
Hand Weapons	1	48	49	2d10	1/3 PL	5
Open Hand	2	48	50	1d10	1/2 PL	5
Short Distance	0	48	48	2d10	1/3 PL	4
Medium Distance	2	48	50	3d10	1/4 PL	3
Long Distance	0	48	48	4d10	1/5 PL	2
Other	0	48	48			

Mage

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base _____
ST Adjust +_____
DX Adjust +_____
IN Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls			
Deception			
Disguise			
Klepto-Concealment			
Open Locks			
Pick Pockets			
Prowl			
Traps			
Weapon:			

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Character Creation and Maintenance

First, let's get some of those numbers copied from Page One.

The IN Adj is a 7, so he gets 7 Skill slots.

Multiply by 2 to get 14 Primary Skill Levels. This will go up as Radcliff goes up levels.

Now to choose some Skills. We'll use some standard ones to start.

Radcliff was a well-rounded child. He grew up hunting and tracking and trapping with his father. He also spent his days swimming in the surf outside of Southport. He needs to select some Skills that will reflect these pastimes.

He can ride a horse, read and write in Common (the native language of all humans), and he can swim. He went hunting with his father as a boy and, just because he wants to be a rock star, he is learning how to play the sitar:

Ride Land Creature
Read/Write Native (Common)
Swimming
Hunting
Tracking
Animal Trapping
Play Stringed Instrument

Now to put in some Skill Levels. Everything must get at least 1. We'll adjust from there. Riding is pretty important. Horses can get you from here to there rapidly. Swimming is a good survival skill, as are Hunting and Trapping. The others we'll add to when we go up a level.

Humans have no Racial Special Abilities.

Page Three: So, what did I do before I learned all this?

Page Three is set aside for your character's Skills. These are the things he learned before joining his apprenticeship, or they are things he learned during his apprenticeship outside his chosen Proficiencies. There is a list of possible Skills in the Quick Sheets. Take a moment now to look at them, then ask your gamemaster if he has any to add.

First, copy your Intelligence Adjust over to its appropriate slot to remind you how many Skills you have. Now multiply that number by two to get the number of initial Skill Levels you have. Now copy that number into the Primary Skill Levels slot, divide by 10, and write down your Primary Competency Level.

Now, choose your skills. There are several that are recommended for every character: Riding Land Creatures, Read/Write Native, and Swimming. It has been discovered that, if you have these three, you'll live and be able to get places fairly quickly.

Write these skills in the blanks provided. Now divide your Primary Skill Levels in the following manner: Every skill must have at least one Skill Level in it. That's it. You can put all the rest of your Skill Levels into one slot, but every Skill must have at least one Skill Level.

All Skills get the Intelligence Adjust from Page One.

Some Skills have Adjustments added to them due to your character's Statistics. Copy these Adjustments from Page One.

Beginning characters do not get Secondary Skills. These are given to you by the gamemaster as play progresses. Every now and then, you may want to ask him if you've learned any.

Racial Special Abilities are those spell-like abilities that all nonhuman characters get just because they are not human. These abilities can be used once per day and resemble the spells listed. These abilities are listed in the "Fantasy Races" section of this book and in the "Racial Statistics" section of the Quick Sheets. For a more detailed description of these abilities, look up the spell descriptions in the Cleric and Mage spellbook sections.

Primary & Secondary Skills

IN Adjust = Number of Primary Skills 7
IN Adjust × 2 = Number of Primary Skill Levels 14
Primary Skill Levels: 14 ÷ 10 = Primary Competency Level 1.4

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. Ride Land Creature	3	30	7	5		45
2. Read/Write Native (Common)	1	30	7		9	46
3. Swimming	3	30	7	6		46
4. Hunting	3	30	7			40
5. Tracking	1	30	7			38
6. Animal Trapping	2	30	7	5		44
7. Play Stringed Instrument	1	30	7	5		43
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels:_____ ÷ 10 = Secondary Competency Level_____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

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Radcliff has chainmail (given by gamemaster). Chainmail has a DAP of +30.

Radcliff has a one-handed long sword as his Medium Weapon which does 4d10 of Damage, plus his Strength Adjust to Damage of 6. He has his Short Bow which does 2d10, plus his Strength Adjust to Damage of 6. He's got 20 arrows for his bow. He also has 5 daggers. You may think this a bit obsessive, but Radcliff is just a little paranoid.

Finally, Radcliff has some basic equipment that his gamemaster allowed him to start with.

Radcliff rolls Percentile Dice to see if he has Psionic Abilities. He rolls a 97, indicating that he has failed horribly. Instructions for Psionics are given in the Human section of the "Fantasy Races" section.

Page Four: Almost done!

This page is designed to flesh out your character, to give you a place to jot down some notes and to keep track of all of your character's stuff.

In the General Description section, give a brief description of your character: what does he look like?

Under Defense Adjustments, write down everything that affects your character's Defence Adjustment Percentage (DAP). This includes armour, shields, magical rings, etc.

In the Weapons section, write down all your weapons, including how many arrows or crossbow bolts or sling stones your character has.

Under Equipment, write down as much of your equipment as you think you'll need. You can always use a separate sheet for all of this information, but if you don't write it down somewhere, your gamemaster can argue that your character doesn't have it.

Under Organizational Memberships or Affiliations, you can put in any clubs, churches, or guilds to which your character belongs. Organizations and churches will vary from gamemaster to gamemaster. These are all a part of his unique playing world. Ask him for a list of organizations your character might be a part of.

Finally, there is a section for human characters to write in any Psionic Abilities they may have. Instructions for this are included in the section on "Humans" in the "Fantasy Races" section.

General Description

Height 5'11" Hair Color Dark Brown Nightvision Zero
Weight 210 lbs. Eye Color Blue Ground Speed 100'/5 sec

Radcliff is tall, wearing a dark cloak over his tunic and chainmail. His sword and short bow are typically thrown over his shoulders. He smiles a lot.

Defense Adjustments

Chain Mail (+30)

Weapons

One Handed Long Sword (4d10)
Short Bow (3d10)
20 arrows
5 Daggers (2d10)

Equipment

Standard Adventurers' Backpack (SAB)
Cloak (Blue w/ Red Lining)
Tunic (Blue)
Short Hard Leather Boots
Leather Gauntlets

Organizational Memberships or Affiliations

City Guard of Southport
Church of Aaryon in Southport

Psionic Abilities

Psi Points: Max _____ /Current _____

1st Level Spells	Effects	Base	+ WI Adj. × 2	= PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		

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Character Creation and Maintenance

Now we need to talk about what happens if your character survives long enough to earn Proficiency Levels and, in fact, gain Character Levels. This takes us into Character Maintenance, or...

Gimme what's behind Door Number 2!

Character evolution is a cooperative project between the player and the gamemaster. Your gamemaster will assign all the points necessary for your character's improvement. To be absolutely honest, your character's development is completely dependent upon the gamemaster's willingness to give Improvement Points. But, in order for the gamemaster's world to evolve, your character must evolve, so you're pretty safe. If you ever feel cheated, try talking to your gamemaster before you quit.

As you play, your character earns Improvement Points (IMPS). These IMPS are mathematically transformed into Proficiency Levels and Skill Levels by way of a formula described in the "Gamemastering" section. We put the formula there so your gamemaster can choose which of the three methods of distributing points he prefers. It's not a secret... go look it up. Now, come back here. When you earn enough of these Proficiency Levels (Skill Levels do not count toward Character Level, but they are important for accomplishing other things, so don't ignore them), you will go up a Character Level. On Page One of the Character Sheet, find the Character Level formula. You see, whenever you hit a new multiple of 10, you go up a Character Level. When this happens you need to make changes. The problem is, you don't know when you've gone up a level until you've done your Proficiencies, so let's start on Page Two first.

You can choose any combination of Proficiencies to improve. This is, of course, just an example.

Remember our first level character? Well, he has earned 12 Proficiency Levels and has already distributed them in the following Fighter Proficiency slots:

4 into Long Weapons
2 into Short Weapons
4 into Hand Weapons
2 into Medium Distance

Notice that these numbers have changed from those at creation. Also notice that this changes his PCA values according to the chart formula. All these changes have been shaded on the sheet to help you find them.

When you change your Proficiency Levels, your PCAs in those slots will change. Don't forget to do the math.

Well, Radcliff the Mighty has added 12 Proficiency Levels. We need to go over to Page One and change that part of the Character Sheet. But that's not all. A lot of stuff on Page One is going to change. Don't go too fast and watch for the grey highlights!

Cleric

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Clericy			
Constitution-Based			
Defensive			
Divine Influence			
Naturalist			
Offensive			
Weapon:			

Fighter

Class Base 30
ST Adjust +6
DX Adjust +5
IN Adjust +7
Other +_____
Adj. Base =48

ST Adjust
to Damage 6

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms	0	48	48	6d10	No multiple attacks	
Long Weapons	4	48	52	5d10	1/7 PL	2
Medium Weapons	5	48	53	4d10	1/5 PL	3
Short Weapons	2	48	50	3d10	1/4 PL	4
Hand Weapons	5	48	53	2d10	1/3 PL	5
Open Hand	2	48	50	1d10	1/2 PL	5
Short Distance	0	48	48	2d10	1/3 PL	4
Medium Distance	4	48	52	3d10	1/4 PL	3
Long Distance	0	48	48	4d10	1/5 PL	2
Other	0	48	48			

Mage

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base _____
ST Adjust +_____
DX Adjust +_____
IN Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls			
Deception			
Disguise			
Klepto-Concealment			
Open Locks			
Pick Pockets			
Prowl			
Traps			
Weapon:			

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The first thing we have to change is the number of Proficiency Levels Radcliff has. Look on the left hand side for the first circle around Character Level. Radcliff had a total of 10 Proficiency Levels. Now he has 22. Following the formula, that makes his Character Level equal to 2.2. Yay for Radcliff!

Anytime you see "CL" on the Character Sheet, it refers to Character Level.

Next, look down the Character Sheet to Resistance Rolls. All of these change because at the end of the formula, there's a space to add in CL, or, Character Level. As this number increases, so does your Resistance Roll. That's a good thing. So, your total is also going to change.

Now, look down the right-hand side of the Character Sheet. This is technically called your Combat Chart. Radcliff is a Fighter, so some of this will change. First, find your Parry Adjust. Because Radcliff has at least 10 more Proficiency Levels in his Fighter Proficiencies, he gets to add 1 to his Combat Adjust. This also changes his Adjusted Parry.

Radcliff's Damage Tolerance increased based on the Damage Tolerance formula. He gets to add in another Constitution Adjust, so that number changes, as does his Maximum. His Current DT won't change until he has been healed or slept or otherwise managed to gain those 5 points.

Spell Points increase every time you go up a Character Level. It's all in the formula. Just remember to do the math.

Because Radcliff is not a Cleric or Mage, his Spell Points will not increase, so they are not shaded. If your character is a Cleric or Mage, be sure to make changes to those numbers, as well.

If your character has converted any nonbelievers during the course of the campaign, be sure to mark that under the Godcall section and make the changes to your Godcall.

I told you there would be a lot to change on Page One. Now that we're done here, we're not done yet. It's time to look at Page Three with all its Skills options.

Legendmaker

Fantasy Character Sheet

Player Name: Howard I. Scott, III
Date of Creation: 14 April 1998
Gamemaster: Trae Kemp
Character Name: Radcliff the Mighty
Race: Human
Classes: Fighter
Sex: Male
Natural Age: 17 / Unnatural Age: 17
Religious Affiliation: Church of Aaryon
City of Origin: Southport
Social Status: Good

Character Level

Total Proficiency Levels: 22 ÷ 10 = 2.2

Stats

	Base	+	dV	=	Total	÷ 10 =	Adjust
ST:	30	+	39	=	69	= 6	6
CN:	30	+	21	=	51	= 5	5
DX:	30	+	25	=	55	= 5	5
IN:	40	+	34	=	74	= 7	7
WI:	40	+	18	=	58	= 5	5
CO:	50	+	13	=	63	= 6	6

Weight Allowance

Total ST × 2: 138 + ST Base 30 = 168 lbs.

Personal Worth

	In Hand	In Bank/Vault
Copper		
Silver		
Gold	358	
Platinum		
Gems		

Defense Adjustment

DX Adjust	5
Armour Type DAP	+ 30
Other DAP	+ 0
Adjusted DAP	= 35 %

Initiative

Initiative Base	10
DX Adjust	− 5
Other to Initiative	− 0
Adjusted Initiative	= 5

Parry

Parry Base	5
DX Adjust	+ 5
Combat Adjust	+ 2
Other Adjust	+ 0
Adjusted Parry	= 12 %

Damage Tolerance

Total ST	69
Total CN	+ 51
CN Adj. × CL	+ 10
Max DT	= 140
Current DT	135

Spell Points

Total IN or WI ÷5	0
IN or WI Adj. × CL	+ 0
Max Spell Points	= 0
Current Spell Points	0

Godcall

Godcall Base	10
WI Adjust	+ 5
Convert Points ÷ 10	+ 0
Used	− 0
Godcall	= 15 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy	15	+	CN Adjust	5	+ Other Adjust		+ CL	2	=	22 %
Psycho-Sensory	25	+	WI Adjust	5	+ Other Adjust		+ CL	2	=	32 %
Other Schools	20	+	No Adjust		+ Other Adjust		+ CL	2	=	22 %

Cleric Spells or Cleric-Based Psionics

CN-Based	15	+	CN Adjust	5	+ Other Adjust		+ CL	2	=	22 %
Divine Influence	0	+	WI Adjust	5	+ Other Adjust		+ CL	2	=	7 %
Other Schools	20	+	No Adjust		+ Other Adjust		+ CL	2	=	22 %

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Page Three is almost nothing but Skills We did this on purpose so that you would always know where they were.

After doing all the math, Radcliff is able to put 18 Skill Levels into his Skill Slots. The first thing that changes is the number of Primary Skill Levels and the Primary Competency Level. It's up at the top, on the left.

Next, we have to place these 18 Skill Levels into Radcliff's Primary Skills. His player has chosen to increase the following Skills:

5 into Ride Land Creature
8 into Swimming
3 into Hunting
2 into Play Stringed Instrument

So, let's change those... Add these numbers to what Radcliff used to have and you get something like what's on the right.

Radcliff has no Secondary Skills. If he had them, he would have divided his IMPS into three sections, one for Primary Proficiencies, one for Primary Skills, and one for Secondary Skills. He would have done the math for Secondary Skills and added numbers as necessary.

OK, that leaves us with Racial Special Abilities. Radcliff is a human, so he doesn't have any. If your character is a nonhuman, though, and your gamemaster ages your character a year, these numbers will increase based upon the modifier formula listed in the chart.

That leaves us with Page Four. Whew, almost done.

Primary & Secondary Skills

IN Adjust = Number of Primary Skills 7
IN Adjust × 2 = Number of Primary Skill Levels 14
Primary Skill Levels: 32 ÷ 10 = Primary Competency Level 3.2

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. Ride Land Creature	8	30	7	5		50
2. Read/Write Native (Common)	1	30	7		9	46
3. Swimming	11	30	7	6		54
4. Hunting	6	30	7			43
5. Tracking	1	30	7			38
6. Animal Trapping	2	30	7	5		44
7. Play Stringed Instrument	3	30	7	5		45
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels:_____ ÷ 10 = Secondary Competency Level_____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

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This is where we keep up with Radcliff's possessions and explanations for DAP and weapons. This stuff rarely changes, or it changes all the time. After an adventure, you might want to keep a sword you found, or you might buy new armour or weapons. If you do buy anything, or keep anything from your adventures, then change the appropriate items. Radcliff didn't keep anything or buy anything, so this part of Page Four won't change.

Finally, we need to change any of Radcliff's Psionic Abilities that might have changed due to the gamemaster's being nice. Oh, well, Radcliff doesn't have Psionics (remember, he failed his Psionics Roll miserably at creation). So, Page Four is fine now.

OK, that's all there is to Character Maintenance. It isn't that difficult. Here's a checklist, though, to keep you on track.

Step 1: Do the math to get Proficiency Levels and Skill Levels.
Step 2: Add Proficiency Levels to Primary Proficiencies and change PCAs. If you increase your total Proficiency Levels to or past a multiple of 10, you will go up a Character Level. Time to go to Page One.
Step 3: On Page One, add your new Proficiency Levels to your Current Proficiency Levels to get your new Total and do the math to get your new Character Level.
Step 4: Change all your Resistance Rolls.
Step 5: Change all appropriate items in the Combat Chart.
Step 6: Turn to Page Three and add Skill Levels.
Step 7: Alter Racial Special Abilities if your character has aged.
Step 8: Turn to Page Four and change any items your character may have kept from or purchased during the adventure.

General Description

Height 5'11" Hair Color Dark Brown Nightvision Zero
Weight 210 lbs. Eye Color Blue Ground Speed 100'/5 sec

Radcliff is tall, wearing a dark cloak over his tunic and chainmail. His sword and short bow are typically thrown over his shoulders. He smiles a lot.

Defense Adjustments

Chain Mail (+30)

Weapons

One Handed Long Sword (4d10)
Short Bow (3d10)
20 arrows
5 Daggers (2d10)

Equipment

Standard Adventurers' Backpack (SAB)
Cloak (Blue w/ Red Lining)
Tunic (Blue)
Short Hard Leather Boots
Leather Gauntlets

Organizational Memberships or Affiliations

City Guard of Southport
Church of Aaryon in Southport

Psionic Abilities

Psi Points: Max _____ /Current _____

1st Level Spells	Effects	Base	+ WI Adj. × 2	= PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		

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Spellcasting and Rituals

The high priestess was summoned from her quarters a little after midnight. A young member of the Cymorian Guard had miraculously found his way to the temple, despite a serious wound, and collapsed upon the tiled floor. She sighed heavily at the sight and knelt on the floor beside his body. Summoning the powers of her goddess, she honed the energy into healing the gaping wound on the boy's side.

Spellcasting and Rituals

Here's a little advice to players and gamemasters on casting spells, or...

Abrakablam!

I realize that we say this quite a bit, but we do not believe that magic is real nor that this "Spellcasting" guide imbues any special powers. This is a game.

Part of the fantasy in fantasy roleplay is having a character capable of casting spells. There are two spellcasting classes in *Legendmaker*- the Cleric and the Mage. There are various combinations with other classes, including multi-classing and subclassing, but only these two classes get to cast spells. Human characters have the opportunity to have Psionics, which closely resemble spells and do, indeed, act like spells, so they will also be discussed in this section, as will Racial Special Abilities had by those nonhuman and demi-human races.

This set of guidelines is by no means all-inclusive when it comes to spells. If a player wants to try something that's not in the book, then it is up to the gamemaster to decide the new spell's level, etc.

Very quickly: When a character attempts to cast a spell, whether successful or not, he is going to lose Spell Points and Damage Tolerance points equal to the level of the spell. A First Level spell will drain one Spell Point and one Damage Tolerance point. A Third Level spell will drain three Spell Points and three Damage Tolerance points. Remember, this drain will take place regardless of whether the caster is successful or not.

If a caster is successful in casting the spell, then the spell works and the gamemaster determines several things:

Primary effects of an offensive spell are almost always damage, 1d10 per Spell Point used. Secondary effects of these same spells may vary instance to instance of use. It is up to the gamemaster to decide what secondary effects a spell may have. A caster can truly hope that a fire-based offensive spell will catch the bad guy's clothing on fire, but, since that is secondary, the gamemaster may decide that, no, the bad guy just takes his damage and sends his dragon over to devour the character.

(1) The opponent's Resistance Rolls and whether or not he does resist.
(2) Primary effects of the spell on the opponent.
(3) Secondary effects on the opponent or those near him.

Every creature with an Intelligence or Wisdom score over 30 will get a Resistance Roll against magics. This can be determined in two ways. Either the gamemaster can follow the formula at the bottom of Page One of the Character Sheet, or he can arbitrarily assign a Resistance Roll to a creature. The gamemaster should be fair when using the second method and not make a creature completely unaffected by magics.

If the opponent does not resist the spell, then he is subject to the full effects of the spell as listed in the spell sections of this book. If the opponent does resist, then he is subject to the effects listed in the spell sections of this book if a resistance to a spell is only partial. Sometimes, resisting a spell means the opponent is completely unaffected. Other times, the effects are reduced in nature. These effects are listed with the spell.

Primary effects of other spells are listed with the spell descriptions.

Primary effects of a spell are the immediate consequences of the spell. Most of these are fairly straightforward. If the spell is a First Level Offensive spell, the opponent will take 1d10 points of Damage. If it is a Fourth Level spell, the opponent will take 4d10 points of Damage. The same is true with healing spells. First Level Heal gives 1d10 points of Damage Tolerance back to the character. A Fourth Level Heal returns 4d10 points of Damage Tolerance. These are Primary effects.

Secondary effects are a little more arbitrary and are left entirely to the gamemaster's discretion. There is an unleveled Offensive spell called Elemental Bolt. If cast at First Level, it will drain one Spell Point and one Damage Tolerance point. If the opponent does not resist, he will take 1d10 points of Primary Damage. Now comes the secondary part. When Elemental Bolt is cast, the caster determines the form of the bolt- a fireball, a blast of water, a glob of dirt, etc. If the caster chooses a First Level Elemental Bolt of Fire, and the opponent fails his Resistance Roll, the Elemental Bolt will do 1d10 points of damage. Now the gamemaster must consider Secondary Damage. Is there any reason for the opponent or anyone near him to suffer Secondary Damage from this Elemental Bolt of Fire? I want to use this example very quickly. A person in combat picks up a burning log and uses it as a club. Each time he hits, he will do damage because he is using a club. Does every opponent always catch on fire and then crumble to dust? No. Common sense tells us that won't happen. Only if the opponent is wearing something extremely flammable or if he has been previously doused in a flammable substance (oil, alcohol, etc.) will he catch fire. So, Secondary Damage must be determined by the gamemaster.

Other Secondary Effects include things not even associated with the spell. For instance, a party uses Fly to cross massive amounts of ground in a short period of time, but the caster forgets how long it lasts. The party, though flying fairly low, plows into the ground when the spell ends. Ow. The gamemaster must decide how much damage such a fall entails. The spell, Breathe Other Element, means that, once cast, the person can no longer breathe air and must immediately immerse his head in the other element. What if he can't? Damage or death will ensue.

If the caster is unsuccessful in casting his spell, then the gamemaster must roll to determine if a backfire has resulted. Typically, this is done by the gamemaster making a percentile roll. If his roll is equal to or under the percentage by which the spellcaster missed his spell, then a backfire has resulted and the gamemaster must then determine the results. Perhaps a brief example: the spellcaster needs a 30 or under to make his spell. He rolls a 52 and fails by 22 points. The gamemaster then rolls percentile and rolls a 19. This indicates that a backfire may result. This could entail damage or other adverse effects done to the caster, alternative effects of the spell (a bright flash of light instead of a lightning bolt, giving away the party's hiding place), physical deformity of the caster or a character nearby (a discolouration (pink or mauve, for example) of hair, skin, etc. is pretty humorous), or other results. Or, the gamemaster may choose to ignore the backfire entirely, savoring the moment when he might cause more mischief at a later time.

Unleveled spells allow the caster to change a variable component of the spell by increasing the number of Spell Points he uses to cast the spell. The problem with this is that each additional Spell Point used also increases the Difficulty Rating of the spell by -10%. Casting an unleveled spell with one Spell Point is like casting a first level spell, so it has a Difficulty Rating of -0%. If the same spell is cast using three Spell Points, then the spell is considered third level and the Difficulty Rating increases to -20%.

Some spells require the caster to touch the subject of a spell. If so, the spell description will include the phrase, "touched creature." If the caster need only see the subject, then "line of sight" will be included. If the spell has a radius effect, then all creatures within the radius may be affected. If a spell lists the subject as "caster," then only the caster can be affected.

Backfire results vary enormously from gamemaster to gamemaster. It may be that you are a kind gamemaster and will not kill a casting character for unsuccessfully attempting a Tenth Level Elemental Bolt of Lightning. You might make him forget he's a Mage for a while, or take away all his remaining Spell Points. Ideas abound. You could turn the caster a pale mauve. Of course, you could outright kill him, if you so choose.

I know that -0% to -20% is actually a decrease in number, but it is an increase in Difficulty Rating.

Some spells have multiple effects based on Spell Point expenditure. Where this occurs, only one of the variables is affected by one Spell Point. If a spell changes Duration per Spell Point and Number of Creatures per Spell Point, then a single Spell Point causes the spell to be cast, but a second one must be used to increase the duration beyond that defined by the spell, and a third must be used to include a second creature. A fourth Spell Point can be expended to alter the duration again *or* to include a third creature, but the fourth Spell Point *cannot* increase both Duration *and* Number of Creatures.

Now to discuss Psionics. Use of a Psionic power causes a drain on both Psi Points and Damage Tolerance points, just as casting spells drains Spell Points and Damage Tolerance points. In all other respects, Psionics and spells are similar. The effects of a Psionic power are the same as the spell they mimic, though durations and damages may vary. Psionics do not backfire... if the user fails his roll, then he just loses Psi Points and Damage Tolerance points.

All of this is also true of Racial Special Abilities. Racial Special Abilities do not drain Spell Points, Psi Points, or Damage Tolerance points, but can only be attempted once per day (24 hours, or whatever the gamemaster calls a "day"). Resistance Rolls to Racial Special Abilities are made based on the spell the ability imitates.

Written Magic for the Masses: Glyphs and Scrolls

Glyphs are typically used to protect an area, like a house or keep or room.

Glyphs are individual symbols which contain in the ink and the symbology a spell and the conditions under which the spell will discharge. Both Clerics and Mages can make glyphs. Making glyphs requires a number of hours equal to the level of the spell contained in the glyph and an equivalent number of Spell Points and Damage Tolerance points. The glyph is drawn with ink or paint while the caster chants. The spell and the Spell Points are infused into the symbol and, once the glyph is completed, will remain until the conditions of the glyph are met. Once the glyph discharges its spell, the ink or paint will disappear or burn up or drip off. In any case, the glyph must be redrawn- it cannot simply be recharged.

Scrolls enable a non-spellcaster to cast a spell by reading a scroll. The spell on the scroll is the spell that is cast.

Scrolls are similar to glyphs in that the spell is contained in the ink and the written language of the scroll, but scrolls differ from glyphs because the activation of a scroll is accomplished by reading the words of the spell. The spellcaster writing a scroll will spend a number of hours writing the scroll equal to the spell level of the spell and he will expend an equivalent number of Spell Points and Damage Tolerance points. Because the magic is contained in the ink of the scroll, any person who can read any language can read the scroll and activate the spell. If a character does not have Read Language as a Skill, it is impossible for him to read a scroll. There is no chance of a backfire since the spell has already been cast when the scroll is made. If a scroll user fails his Read Language skill, then the scroll is unreadable to him and he cannot successfully attempt to read that scroll again. Nothing will happen if he tries, but the spell will not activate. After the scroll has been used successfully, the ink will disappear or burst into flame or something.

Clerical Rituals

There may be many rituals your Cleric may be allowed to perform, but the two that require discussion are those of sanctification and resurrection of a dead person. Any Cleric can perform either ritual... they are a gift from his god. There are certain requirements, however.

The ritual of sanctification requires only a bare minimum of physical aspects: a Holy Symbol, a bowl of blessed holy water, and a clearing large enough for the Cleric to work. The Cleric blesses the ground in a manner prescribed by the gamemaster, prayers of supplication are made, and the Holy Symbol is placed.

It is left to the gamemaster to describe the ritual. It could be something as simple as sprinkling of water and a prayer to the deity, or something as complex as a ritualistic dance. This part is up to you.

The ritual of resurrection is a bit more difficult.

First, the person for whom the ritual is being performed must be a member of the Cleric's church. If the dead person worshipped no deity, no resurrection is possible.

Second, the Cleric must be in a sanctified area... not necessarily a temple, though that would be best, but even a holy circle, an area of sanctified ground, will do.

Third, the Cleric must pray for a number of days equal to the number of hours the person has been dead. These prayers of supplication cannot be interrupted. If multiple Clerics pray for the resurrection, the number of days is divided by the number of Clerics. The ritual will take no less than one day.

During this session of prayer, the Cleric will regain all Spell Points and all Damage Tolerance points. When the dead person is revitalized, he will return unconscious at zero Damage Tolerance and must be Healed to his maximum immediately.

Finally, at the end of the ritual, the Cleric will age 1d10 years. This can be avoided if someone else is willing to give an equal number of years of his life. These years may be divided by a number of supplicants. This is not sacrifice, but an unnatural aging process, giving the life force that brought the dead person back.

This is unnatural aging and adds to a character's Unnatural Age on Page One of the character sheet.

Making Clerical items can be accomplished in two ways: the infusion of the magic into the items during creation (as in the metals for swords and armour) or the creation of runes on previously manufactured items to use as a vehicle for the magic.

There should always be a ritual for recharging the item, since these items do not require charging by a spellcaster. Be sure the ritual matches the magic used. A sword that delivers burning damage might be placed in the sun for a day, or need to be tempered under the coals of a fire every night. A ring which allows the user to breathe underwater might need to be kept in a silver water bottle. Something cool like that.

When making an item by infusing the magic into the creation of an item, the Cleric must be an integral part of the creation... either he does it himself, or is there when it is made. An example is probably due.

Mario the smith is commissioned to create a sword. His commissioner also hires a Cleric to give the blade extra damage. The Cleric is present throughout the smelting process, casting spells into the molten metal. The Cleric casts Enchant Item on the molten metal, one Spell Point per PCA point or Damage point.

Other spells can be used with your gamemaster's discretion and will cause effects with his consent. For instance, imbuing a sword with a 5th level heal might allow the sword to give an additional 5d10 of healing to its weilder once per day, or an extra 1d10 five times per day. The ritual for recharging this might mean the sword must soak in Holy Water of the Cleric's church for a day.

For each spell used in this process, Enchant Item must be cast. The last spell cast on the item must be Unalterable Aura. This "locks" the spells in place.

These items must be recharged using the Spell of Charging. A Cleric or Mage must perform this spell, then devote as many Spell Points to the charging as they desire. There is usually a limit as to how many Spell Points an item can hold; that is left to the gamemaster's discretion.

The second way of making magic items requires the Cleric to have the item in hand. Another example. Mario finishes a sword, a plain old sword, and then delivers it to the Cleric. The Cleric can then inscribe a series of holy text on the sword, casting the spells into the etchings, one Spell Point for each PCA point or Damage point. Other spells can be used at the gamemaster's discretion, using Spell Points as directed by the gamemaster. These items require charging. They hold their charges indefinitely and the charges can be released on demand by the user, but recharging these items is the responsibility of the user.

Mage Rituals

Making magic items can be accomplished in two ways: the infusion of the magic into the items during creation (as in the metals for swords and armour) or the creation of runes on previously manufactured items to use as a vehicle for the magic.

When making an item by infusing the magic into the creation of an item, the Mage must be an integral part of the creation... either he does it himself, or is there when it is made. An example is probably due.

Okay, so I cheesed out and used the exact same example in both sections... deal with it. The point is that both Cleric and Mage items of power require the integral actions of the Cleric or Mage.

Mario the smith is commissioned to create a sword. His commissioner also hires a Mage to make the blade ever sharp. The Mage is present throughout the smelting process, casting spells into the molten metal. The Mage casts Enchant Item on the molten metal, one Spell Point per PCA point or Damage point.

Other spells can be used with your gamemaster's discretion and will cause effects with his consent. For instance, imbuing a sword with a 5th level Elemental Blast of Fire might allow the sword to give an additional 5d10 of burning damage once per day, or an extra 1d10 five times per day. The ritual for recharging this might mean the sword must sit in the sun for a day.

For each spell used in this process, Enchant Item must be cast. The last spell cast on the item must be Unalterable Aura. This "locks" the spells in place.

The second way of making magic items requires the Mage to have the item in hand. Another example. Mario finishes a sword, a plain old sword, and then delivers it to the Mage. The Mage can then inscribe a series of runes on the sword, casting the spells into the runes, one Spell Point for each PCA point or Damage point. Other spells can be used at the gamemaster's discretion, using Spell Points as directed by the gamemaster. These items require charging. They hold their charges indefinitely and the charges can be released on demand by the user, but recharging these items is the responsibility of the user.

Spellcasting and Rituals

A note for the gamemasters: you might wish to change the percentages of some of the spells. You may want to change the level of the spells completely, up or down. That's fine. Here's a trick I use in my campaign world. I assume that the percentages for casting the spells are based on the fact that they need to be done in a hurry and therefore do not take into account the ritual for each spell. If the spellcaster can take the time to sit down and perform the associated ritual (one hour per level of the spell), then I give the spellcaster a bonus of +50%. This is up to you.

Cleric Spells

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 1 hour / SP
1 creature / SP

Animal Messenger
Any animal becomes a sort of "carrier pigeon" for the duration of the spell. The animal cannot have an intelligence above animal intelligence(an IN score of 30 or more). The caster must be able to give simple directions to the animal and the message itself must be no larger than what the animal could normally carry.

School: Clericy
Level: 7
Difficulty Rating: -60%
Duration: 30 sec + 5 sec / PL

Animate
Animates inanimate objects. Note the difference between this and Animate Dead. If a caster were to animate a skeleton with this spell, only one bone would be affected. What this spell is good for is this: animate a 300 pound table and have it park itself in front of a very heavy door - instant barricade. The object can also be made to attack. Damage is at gamemaster's discretion.

School: Divine Influence
Level: 5
Difficulty Rating: -40%

Animate Dead
With this spell, the Cleric can create undead followers, essentially cannon fodder. He can animate a number of monster levels equal to his Proficiency Level divided by 2, rounded down. A 21st proficiency Cleric can raise one 10th level fighter, but he could have animated two 5ths, three 3rds, five 2nds, or ten 1sts. These creatures have half their living abilities (all Proficiency Levels divided by 2, rounded down).

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Touched creature
+10 DAP / SP

Aura Armour
Creates a magical suit of armour around the Cleric. The recipient takes no damage while this field is present. Because this field is sent by the cleric's god, it cannot be dispelled by anybody and it will glow the god's colors.

School: Clericy
Level: 1
Difficulty Rating: 0%
Duration: 1 min / SP
Area of Effect: 10 foot radius / SP

Aura Illumination
A glow surrounds any creatures within the area of effect, friend or foe, visible or invisible. The radius of the circle is defined from the center of the touched object the caster chooses. Creatures familiar with the spell may run from it until they are outside the area of effect and are therefore not affected by the spell. The glow can be any color the caster desires. It does not inflict any damage.

School: Divine Influence
Level: 5
Difficulty Rating: -40%
Resistance Roll: negates
Duration: 5 min + 1 min / PL
Area of Effect: 10 foot radius + 1 foot / PL

Awe
Used by the Cleric to obtain a minute portion of his god's powers and so produce an awe-inspiring aura. The total effect of this spell is to make the affected creatures, though not submissive, at least highly susceptible to suggestion.

School: Divine Influence
Level: 4
Difficulty Rating: -30%

Backtrack
Takes the spellcaster back to the last temple of his god which he visited, regardless of distance or time passed. The caster can spend extra Spell Points to take more than just himself at one creature per extra Spell Point.

Banish Creature
Allows the caster to return a creature to his home. If being banished involuntarily, the creature gets a Resistance Roll.

School: Clericy
Level: 9
Difficulty Rating: -80%
Resistance Roll: negates

Befriend
The caster can gain the friendship of a total stranger. The creature will regard the caster as a very trusted friend and ally to be heeded and followed. A thusly charmed creature will not obey a suicide command, but might be persuaded to fight several large dragons to give the caster time to leave.

School: Constitution - Based
Level: 3
Difficulty Rating: -20%
Resistance Roll: negates
Duration: 15 min + 5 min / PL
1 creature, 15 foot line of sight

Bless Party
Changes the percentages to achieve and defense adjustments by plus 5%. The caster can bless his own party, which adds 5% to all PCAs and DAPs. Subsequent casting will continue to increase PCAs and DAPs.

School: Divine Influence
Level: 4
Difficulty Rating: -30%
Resistance Roll: negates
Duration: 30 sec + 5 sec / PL

Bonfire
Calls into existence a fire which will burn for 5 minutes unless combustible fuel, like wood or oil, is added to it or caught inside it, in which case the duration is special, i.e., until the fuel is exhausted. This is a normal fire, not a magical fire.

School: Naturalist
Level: 4
Difficulty Rating: -30%
Resistance Roll: negates
Area of Effect: 3 foot radius + 1 foot / PL

Breathe
Allows a touched creature to breathe out of its element for the allotted time, meaning that water creatures can breathe in air, air breathers in water, or, just to show you how really special wording can be when it comes to a spell, if properly protected, an air breather can breathe lava.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
Duration: 10 min / SP
touched creature

Call Lightning
This spell can be used only outside. It causes the caster to become a lightning rod and also calls lightning into existence, but instead of grounding the lightning, the caster is able to direct its path towards an object or animate opponent. This spell can create multiple bolts. These bolts can be "chained" to hit multiple targets.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Damage: 1d10 / bolt
1 bolt / SP

Camouflage
Allows the caster or touched creatures to enfold themselves in a magical camouflage, quite literally turning the creatures into trees and shrubs. Although really and truly plants, the creature or creatures can see and hear all that goes on around them, but cannot move or attack or even communicate. The Cleric can dispel the aura at any time before the spell ends.

School: Naturalist
Level: 5
Difficulty Rating: -40%
Duration: 30 min + 5 min / PL
1 creature plus 1 creature / 5 PL

Cleric Spells

School: Naturalist
Level: 4
Difficulty Rating: -30%
Duration: 1 min + 15 sec / PL
Area of Effect: 10 foot radius + 1 foot / PL

Cloudburst
Drenches an area with rain at the rate of 1 inch per minute. Cloudbursts lasting 2 minutes or more put out normal fires and douse magical fires for 2 minutes after it stops raining. This spell will not stop fireballs, etc.

School: Divine Influence
Level: 6
Difficulty Rating: -50%
1 question + 1 question / 5 PL

Consultation
The Cleric is able to contact an agent of his god and request information in the form of yes or no questions. Effectiveness of this spell is directly related to the cleric's standing with his god. This spell should not be used often because it has a tendency to annoy the god.

School: Divine Influence
Level: 7
Difficulty Rating: -60%

Contingency
Allows the caster to place on his person another spell to take effect when a set of conditions is met. First, the spell must be successfully cast, then another spell of up to 5th level is added and it is this spell that will take effect when the conditions stated in the contingency spell are met. A note: too general is bad, but too specific is also bad as well. See the Mage spell for an example.

School: Divine Influence
Level: 4
Difficulty Rating: -30%
Resistance Roll: negates
Duration: 30 sec + 5 sec / PL

Curse Party
Changes the percentages to achieve and defense adjustments by minus 5%. The curse on an opposing party will subtract 5% from all the opposing party member's PCAs and DAPs. Subsequent casting will continue to decrease PCAs and DAPs.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 5 min / SP
1 creature, line of sight

Detect Deception
The caster can tell whether or not a creature is telling a lie or attempting a deception.

School: Clericy
Level: 1
Difficulty Rating: 0%
Duration: 30 sec + 15 sec / PL
Area of Effect: 10 foot radius + 1 foot / PL

Detect Clerical Magic
The caster is able to detect any form of clerical magic for a certain period of time within a defined radius. The caster, and only the caster, will see a blue glow around any sources of clerical magic. It is possible, at gamemaster's discretion, for items of great power to blind the Cleric for the duration of the spell.

School: Clericy
Level: 1
Difficulty Rating: 0%
Duration: 1 min + 1 min / PL for Unalterable Auras
1 item or spell

Dispel Clerical Magic
The caster can attempt to dispel the magic cast by another Cleric. After successfully casting this spell the Cleric must then successfully roll his percentage to cast the spell with the highest spell level in the item (excluding Unalterable Aura spells). If both spells are successful, the magic is dispelled. In the case of spells or items with Unalterable Auras, the time limit listed applies.

Distraction
A designated creature becomes distracted in some way. This can mean something as trivial as a sneeze to something as major as the materialization of a large dragon. It's entirely up to the gamemaster.

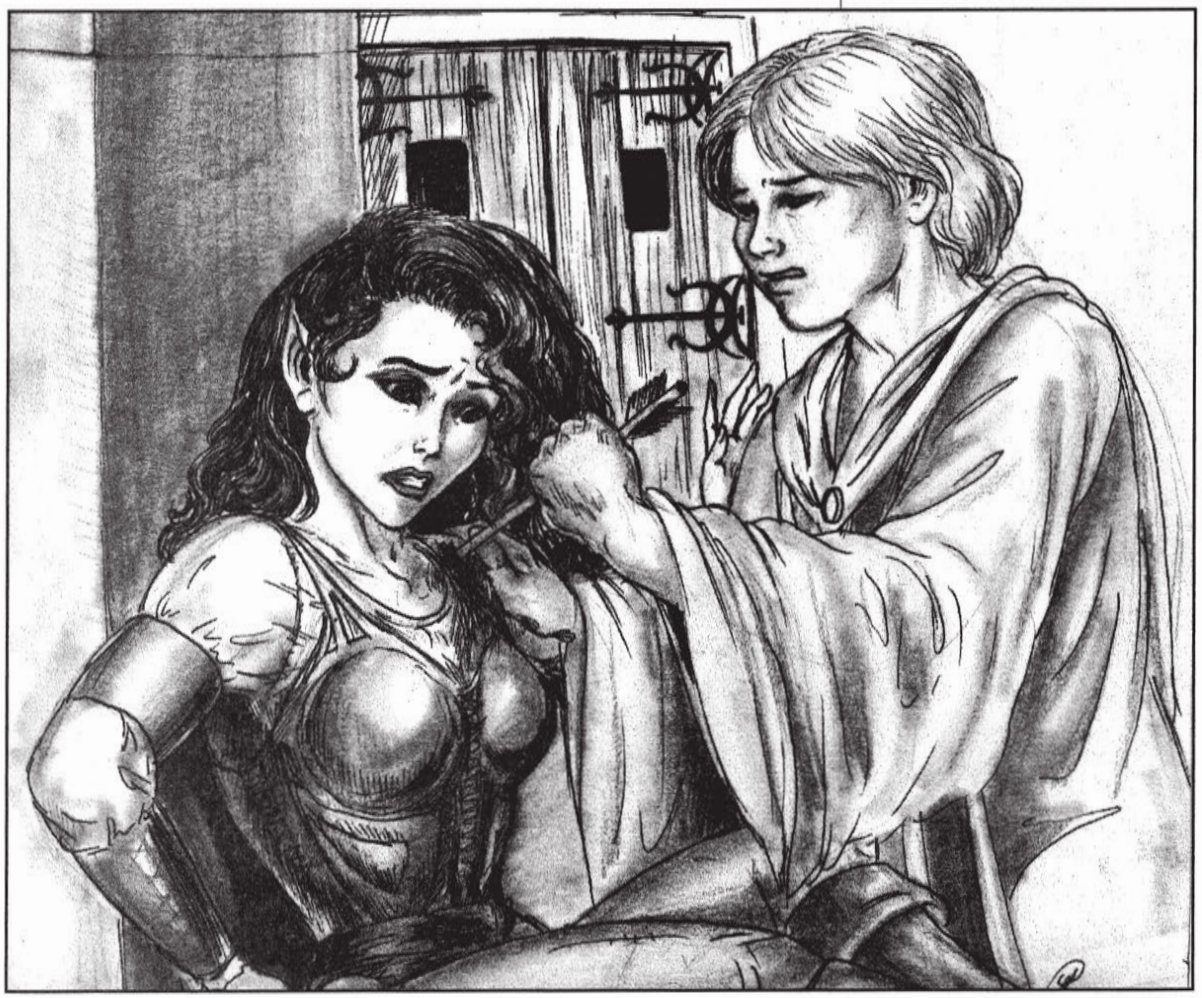
School: Defensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
1 creature / SP, line of sight

Divine Agent Aid
Conjures a low level Divine Agent to the Cleric. It will not fight, but it will procure or capture any item or creature the Cleric desires and return said item or creature to the Cleric or a place of his designation. The Divine Agent can overcome any living creature that stands between it and its goal by knocking the creature out (it will not kill). It will not, however, fight what it is sent to recover.

School: Clericy
Level: 10
Difficulty Rating: -90%
Duration: 1 day + 1 hour / 5 PL

Elemeld
The caster or touched creature can enter and hide in or pass through solid or liquid elements at safe temperatures, thus excluding fire, air, ice, and lava. If still within the confines of the element when time runs out, then the creature is expelled for 4d10 points of damage and each piece of equipment has a 50% chance of being destroyed.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature



Cleric Spells

School: Defensive
Level: 8
Difficulty Rating: -70%
Duration: 1 min + 15 sec / PL

Elemental Wall
Creates a wall in front of the caster of any element available. The element has to be within a one mile radius for this spell to work. No creature can pass through this wall unless they are indigenous to the element used. This wall is 10 feet high and 5 feet thick and can have a maximum length of 100 feet. It can be shorter than 100 feet but its height and thickness are not affected.

School: Clericy
Level: Unleveled
Difficulty Rating: -0%
Duration: Not Applicable

Enchant Item
Makes any object receptive to other spells cast on it. This spell is used only during the ritual to enchant an item.

School: Divine Influence
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
+1 / SP to Damage or DAP

Enhance Item
Enhances any object with a clerical aura increasing either its ability to damage an opponent if a weapon, or protect the owner if used as armour.

School: Naturalist
Level: 2
Difficulty Rating: -10%
Resistance Roll: ½ speed
Duration: 30 sec + 10 sec / PL
Area of Effect: 10 foot radius + 1 foot / PL

Entangle
This spell allows the caster to "command" the various plants within the area of effect to entangle designated creatures within that area. The plants cannot move any further than their immediate roots and ground allow them, but they will hold said creature for the duration and then revert to their normal states. Any creatures who make their Resistance Rolls are merely slowed to half their speed.

School: Clericy
Level: 3
Difficulty Rating: -20%
Duration: as long as caster speaks
Area of Effect: 15 foot radius + 1 foot / PL

Enthrall
Allows caster to keep a large mass of creatures at bay while he speaks. While the caster is speaking, he can do nothing else, with the exception of a few noncommittal arm wavings. Those who fail their Resistance Roll are utterly mesmerized and enthralled with the caster's speech. Those who do resist see the caster as a fraud and will boo and jeer at him. Anyone who resists can still not attack the caster.

School: Divine Influence
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature

Flight
The caster and touched creatures fly at a rate of 60 feet per second for the duration of the spell. Ascending rate is 30 feet per second, while descending rate is 120 feet per second.

School: Divine Influence
Level: 5
Difficulty Rating: -40%
Duration: 1 min / vial of holy water + 15 sec / PL

God's Eye
The spell caster chants over a basin of holy water and it becomes a scrying device similar to a crystal ball. This spell is unlimited as to distance and it is not necessary for the caster to have any personal effects to spy on someone or something, as long as he knows what he's looking for.

God's Send
Teleports the caster and any creature within a ten foot radius of the caster to a location well known by the caster. The caster has a 50% plus 5% per Proficiency Level accuracy rate. For every percentage point the caster is over the roll, that's how many miles he is from his intended destination. This spell teleports to any location as long as the caster is familiar with the destination. This includes teleportation across planes.

School: Divine Influence
Level: 6
Difficulty Rating: -50%
Area of Effect: 10 foot radius

Guidance
Gives caster knowledge of the easiest, shortest, most expedient route out of, to, or around whatever it is he wants to leave, find, or avoid. The spell takes the form of whatever measures of divination the Cleric prefers: dice, bones, tea leaves, the number of hairs in his cat's fur ball.

School: Divine Influence
Level: 4
Difficulty Rating: -30%
Duration: 30 sec + 5 sec / PL

Hand of Fate
Causes a random teleportation of the caster's party to another point on the same plane of existence. Even if the party is split up, the spell will teleport those whom the caster considers party members. The final destination is entirely gamemaster's discretion.

School: Divine Influence
Level: 4
Difficulty Rating: -30%

Heal
Cures 1d10 points of damage. Spell caster must touch the creature on whom he is casting the spell. If cast on a creature with a Damage Tolerance below zero but whom is not dead, it restores the creature to a Damage Tolerance of zero.

School: Constitution - Based
Level: Unleveled
Difficulty Rating: U
1d10 / SP

Holy Signal
Projects an image of the Cleric's holy symbol 1000 feet directly above him for the designated time. This symbol can only be seen by other Clerics of his order and acts as a signalling device. It holds no inherent power.

School: Divine Influence
Level: 1
Difficulty Rating: 0%
Duration: 1 min + 1 min / PL

Holy Symbol
Allows the Cleric to make and bless a new holy symbol should his be misplaced, stolen, etc.

School: Divine Influence
Level: 1
Difficulty Rating: 0%

Hover
The caster causes the touched object or creature to hover one foot from the surface. When the spell ends or is dispelled, the creature or object will slowly descend until it comes to rest.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Area of Effect: 200 lbs + 10 lbs / PL
Duration: 5 min / SP
touched creature or object

Identify Clerical Item
Allows the caster to identify any clerical item he can see and is concentrating on. The item must be of clerical nature (Mage items will seem to be powerless) to be identified. Of course the Cleric can tell if something is powerless.

School: Clericy
Level: 2
Difficulty Rating: -10%
1 item

Cleric Spells

School: Clericy
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min + 30 sec / PL
1 creature / SP, 10 feet line of sight

Implore
The spell caster commands affected creatures until the spell wears off. Affected creatures will follow the commands explicitly. this does not include orders for suicide.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 10 min / SP
Area of Effect: 1 mile radius / SP

Locate Object or Creature
Allows caster to determine the direction of a known or familiar object or person. A creature that makes its Resistance Roll will know that someone is trying to locate him, but will still be located.

School: Constitution - Based
Level: 5
Difficulty Rating: -40%

Neutralize Poison
Allows the Cleric to neutralize poison. If effective, the poison will be turned to water or a neutral gel. This spell must be used when healing a victim of poisoning.

School: Constitution - Based
Level: 1
Difficulty Rating: 0%
Resistance Roll: negates
Duration: 1 hour + 15 min / PL

Numb
Deadens all nerve endings, which basically numbs all feeling in the recipient. It gives no Damage Tolerance points and is effectively an anesthetic.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Duration: 15 min + 2 min / PL
Range: 50 feet
Damage: 1d10 / SP

Palm Fire
Causes a fire to burn in the palm of the Cleric casting the spell. This flame casts the light of a torch and does not harm the Cleric even though it is hot and flammables can be ignited from it. This flame can also be thrown as a missile weapon with a range of 50 feet. When it hits, it explodes, inflicting 1d10 damage per Spell Point, then extinguishes.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
Duration: 10 min / SP
touched creature

Pass without Trace
The caster or a touched creature moves through forest, mud, whatever, without leaving a path or trail to follow.

School: Defensive
Level: 3
Difficulty Rating: -20%
Resistance Roll: negates
Duration: 5 sec + 1 sec / PL
touched creature

Pause
The caster literally stops a touched creature in its tracks. The creature can't do anything and is unable to defend himself. This spell is limited to only one creature at a time.

Pet
Allows the Cleric to adopt any animal with an Intelligence of 25 or less. This animal will then follow the Cleric and obey commands for the six month period. The Cleric can see through the animal's eyes and hear through his ears. He can communicate mentally with the animal. At the end of six months, a d10 is rolled. If the roll is 3 or under, the animal will stay with the Cleric and be his pet. If another pet is added before the six months are up, the first pet will leave.

School: Naturalist
Level: 1
Difficulty Rating: 0%
Duration: 6 months

Poison Immunity
A touched creature possesses immunity to all poisons for the specified duration. This includes all synthetic as well as natural poisons. All poisons are neutralized upon introduction into the body. If poisons are consumed after the spell wears off... Oops. This does not neutralize poisons already in the system.

School: Constitution - Based
Level: Unleveled
Difficulty Rating: U
Duration: 30 min / SP
touched creature

Power Blast
Calls into being pure energy focused into a stream attack from the Cleric against a line of sight target. This spell does not miss, but if the target makes its Resistance Roll, then it takes only half damage.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: 1/2 damage
Damage: 1d10 / SP

Preserve the Dead
Brings a dead creature to -1 Damage Tolerance and keeps it there for the duration of the spell. The creature's body and brain will not deteriorate during the spell. This prevents the penalties against resurrection caused by cell deterioration.

School: Constitution - Based
Level: 3
Difficulty Rating: -20%
Duration: 24 hours + 1 hour / PL

Cleric Spells

School: Defensive
Level: 3
Difficulty Rating: -20%
Duration: 30 min + 10 min / PL
1 creature + 1 creature / 3 PL

Protection from Location
Protects the touched person or object from a locate spell. If the Resistance Roll against the locate spell fails, then the person or object is not locatable. If it is successful, then the person or object is locatable and, if it is a person, that person knows that he is being located.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Area of Affect: 50' range
Damage: 1d10 / SP
1 creature, line of sight
Opponent forced away 1' / SP

Pulse Wave
Creates a wave of force which physically moves objects and creatures within a 50 foot line of sight range away from the caster by one foot while causing 1d10 of damage.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
1 meal or 1 gallon / SP

Purify Food or Drink
Purifies food or drink of all dangerous bacteria, but not poisons.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
1 meal or 1 gallon / SP

Putrefy Food or Drink
Spoils food or drink. Putrefied food has a 50% chance of carrying food poisoning, causing vomiting, diarrhea, stomach cramps, etc.

School: Naturalist
Level: 4
Difficulty Rating: -30%
Duration: 5 min
Area of Effect: 3 foot radius + 1 foot / PL

Quench Fire
Quench Fire will put out normal fires within its area of effect.

School: Constitution - Based
Level: 7
Difficulty Rating: -60%
one body part / casting

Regeneration
Reconstructs body parts, present or otherwise lost. These parts include heads, tails, appendages etc. The total regeneration occurs within five minutes of casting the spell. During these five minutes, the patient will undergo the most intense pain, short of death, that he will ever experience, unless he is numbed. The patient must roll against his Shock Tolerance or lose consciousness. This spell will not bring a creature back to life.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 hour / SP
touched creature

Resist Cold
Provides the caster or touched creatures with resistance to the effects of cold for the defined time. This spell does not offer resistance to extreme cold, but simply increases the amount of time an unprotected creature could normally resist such weather conditions.

Resist Heat
Provides the caster or touched creatures with resistance to the effects of heat for the defined time. This spell does not offer resistance to extreme heat, but simply increases the amount of time an unprotected creature could normally resist such weather conditions.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 hour / SP
touched creature

Restore
This is the ultimate in curing magics. It cures any condition except withering and death instantaneously. Full Damage Tolerance and Spell Points are regained, poisons are neutralized permanently, comas are broken. This spell also cures malicious magic of any type, Cleric or Mage. This spell will not bring a creature back from the dead.

School: Constitution - Based
Level: 8
Difficulty Rating: -70%

Righteous Booster
Caster and other affected creatures have the ability to run at twice their normal speed for an extended period of time. Once the spell has dissipated, the creatures must rest for the same amount of time that they spent running.

School: Defensive
Level: 2
Difficulty Rating: -10%
Duration: 1 hour + 5 min / PL
touched creature

Sanctuary
Provides the caster with "breathing room". While the spell is operative, the caster is ignored by all creatures during combat who fail their Resistance Roll. The caster cannot attack from within the protective sphere, but he can cast healing and defensive spells on his party and prepare for the casting of offensive spells. However, once the caster commits to attack, the spell is negated.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 5 sec / SP

Seeds of Fire
Using small rocks, acorns, or other large nuts, the caster creates missile weapons. When thrown, these small items will explode on impact, causing 1d10 damage each. Using berries or other not-so-throwable items found in a forest, the caster creates small "mines" that will explode upon a command word from the caster, causing 1d10 points of damage. These seeds can be prepared up to 10 minutes in advance.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Duration: 10 min
Damage: 1d10 / SP
1 seed / SP

Silence
Produces a sphere of silence around an object determined by the caster. No sounds can be heard within the sphere and no verbalization can be made within it, so spell casting is out. This spell must be cast on a touched inanimate object.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 5 sec / SP
Area of Effect: 5 foot radius / SP

Size Manipulation
Allows the caster to increase or decrease the size of any nonliving thing up to five times or down to one-fifth its normal size. The object retains all physical properties except for size. This means the object still weighs the same amount. The object will remain this size until the spell is reversed or dispelled.

School: Clericy
Level: 5
Difficulty Rating: -40%
touched object

Silent Casting
Allows the caster to cast spells without vocalization. If the caster wants to use this with the silence spell, he must cast this spell outside of the silence sphere or it will not work.

School: Clericy
Level: 2
Difficulty Rating: -10%
Duration: 5 sec + 5 sec / PL

Cleric Spells

School: Constitution - Based
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min
1 creature / SP, line of sight

Slumber
Causes one creature within a 20 foot line of sight range to fall into a deep slumber unless they make their Resistance Roll. Additional Spell Points can be expended to increase the number of creatures affected.

School: Naturalist
Level: 3
Difficulty Rating: -20%
Duration: 1 min + 15 sec / PL

Speak with Animals
The caster can speak to an animal with some intelligence (an IN score of 15 or more). He must ask simple questions and the animal can only respond with the knowledge it has.

School: Divine Influence
Level: 4
Difficulty Rating: -30%
1 question + 1 question / 2 PL

Speak with Dead
Recalls into a body the spirit that used to inhabit it and then require it to answer questions as stated. The Cleric must have at least one remaining piece of the dead creature's body.

School: Clericy
Level: 1
Difficulty Rating: 0%

Spell of Charging
Used to place charges upon clerical items of power. To do this, one must have the item and the Spell Points to cast both this spell and the spell with which to charge the item. The Spell Points for each spell are lost for each charge placed on the item. If this spell is not successful, the successive spell is not invoked.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: 1 foot radius / SP

Sphere of Darkness
Allows the caster to temporarily place a magical darkness on an object, such as a rock or gold piece, etc. Darkness causes a sphere oblivious to all but magical light. Only the caster can see through or out of this sphere.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: 1 foot radius / SP

Sphere of Light
Allows the caster to temporarily place a magical light source on an object, such as a rock or gold piece, etc., that gives off light but does not interfere with nightvision as it gives off neither heat nor ultraviolet radiation.

School: Defensive
Level: 9
Difficulty Rating: -80%
Duration: 15 sec + 5 sec / 2 PL
Area of Effect: 10 foot radius

Sphere of Protection
Causes a 10 foot radius sphere to enclose the caster and anyone within the radius as well. The sphere is impervious to all attacks against it, being brought down only by time or the caster's will. Any spell except an offensive one can be cast from inside the sphere.

School: Defensive
Level: 2
Difficulty Rating: -10%
Duration: 5 min + 1 min / PL
touched creature

Shield
Provides an invisible barrier of safety against initial attacks from any direction. Objects and creatures rebound from the field without taking any damage. On the Combat Cycle following the initial attack, the spell dissipates.

Summon Animal
Calls a specific type of animal which the spell caster names during casting. These animals cannot have a Damage Tolerance of more than 20. They will aid the summoner as they can until released by the caster or until they are reduced to a Damage Tolerance of 3, at which point they will run, their will to survive overcoming the spell's suggestions.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
Area of Effect: 1 mile radius / SP
1 animal / SP

Cleric Spells

School: Clericy
Level: 9
Difficulty Rating: -80%
Resistance Roll: negates

Summon Creature
Allows the caster to summon a creature to the cleric's aid. The caster opens a portal through which the creature appears. This portal is a one-way door... no one can travel through it except the creature the caster is summoning. If being summoned involuntarily, the creature gets a Resistance Roll.

School: Naturalist
Level: 6
Difficulty Rating: -50%

Summon Weather
Summons a weather condition inclement with the current season to the location of the caster. It could be a tornado, hurricane (if coastal), sleet, hail, rain, snow, whatever. The weather, however, is not in the control of the caster. No, quite the contrary, the tornado might pop in for five minutes and decide it has had enough. On the other hand, a hurricane might decide to hang around for a while. It's up to the gamemaster.

School: Clericy
Level: Unleveled
Difficulty Rating: U
1 meal or 1 gallon / SP

Sustenance
Creates food or water for one meal for a specified number of creatures.

School: Naturalist
Level: Unleveled
Difficulty Rating: U
Duration: 10 sec / SP
Area of Effect: 1 cubic foot / SP
+/- 100° F

Thermal Manipulation
Causes the touched object to change temperature by up to 100 degrees Fahrenheit. Note that flammable objects, if heated enough, will burst into flames and brittle objects, if cooled enough, will shatter. Damage caused by this spell is secondary, meaning it is fire or frostbite damage and not damage caused directly by the spell. The temperature change in the object is instantaneous and can cause shattering.

School: Clericy
Level: 7
Difficulty Rating: -60%
Duration: 30 min + 5 min / PL

Time Delay
Causes a spell to go off at a specific time predetermined by the caster. This time must be within the time limits of the timer spell, otherwise, the spell will go off when the timer spell ends. First, the caster must successfully cast the time delay on an object that he wants a spell to take effect on later. Then the caster attempts to cast the spell he wants delayed. If this second spell fails, then the caster must start all over from the beginning.

School: Divine Influence
Level: Unleveled
Difficulty Rating: U
Duration: as long as caster concentrates
Area of Effect: 1 mile radius / SP

U.R. Here
Projects a map of the country in a radius equal to one mile per Spell Point expended in casting on any solid object with the current location of the caster marked. This map can be seen by all in the party and will last as long as the caster concentrates on it. No knowledge of the area is needed.

School: Divine Influence
Level: 10
Difficulty Rating: -90%

Unalterable Aura
Causes spells placed on items prior to this spell to be permanent. This spell, cast on top of other spells, makes them a permanent part of that item. When you enchant an item, if you want it permanent, you have to cast this spell as the last spell. Once this spell is on an item, no further changes can be made to the item. There is a single glyph involved with this spell, and it is known to the caster only.

Undetectable Deception
A touched creature is able to lie without being detected. Whatever the deceiver says is perceived to be the honest truth until it is proven otherwise. Deceived creatures get a Resistance Roll.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min / SP
touched creature

Walk on Air
The caster or a touched creature is able to walk on air as if it were solid ground. This differs from a flying spell in that the character has a lot more control over his movement speed, though he can't move as fast as the fly spell.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min/SP
touched creature

Walk on Water
The caster and/or touched creatures are able to walk on the surface of calm water. If the water is rushing or there are waves, forget it.

School: Clericy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature

Wall of Thorns
Creates 1000 cubic feet of tough vines with huge thorns. Any creature stupid enough to run into it will suffer 1d10 points of damage per foot of its height. For example, a creature 6 feet tall will take 6d10 points of damage. The 1000 cubic feet can take any shape.

School: Naturalist
Level: 5
Difficulty Rating: -40%
Duration: 1 min + 1 min / PL
Damage: 1d10 / foot of creature's height

Mage Spells

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature

Aerobatics
The caster and touched creatures fly at a rate of 60 feet per second for the duration of the spell. Ascending rate is 30 feet per second, while diving rate is 120 feet per second.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 hour / SP

Alarm
The caster marks an area with glyphs and any object or creature larger than one and a half cubic feet that crosses this boundary will set off an alarm. This alarm consists of flashing lights and piercing siren and will continue until the caster turns it off. Any creature that unknowingly trips this alarm will be confused for 15 seconds and cannot attack or run during those seconds.

School: Sorcery
Level: 9
Difficulty Rating: -80%
1 item per casting

Banish Object
The caster instantaneously banishes an object he is holding to an area he is familiar with. The object must not be any larger than the caster can lift and carry.

School: Necromancy
Level: 9
Difficulty Rating: -80%
Resistance Roll: negates
1 creature, line of sight

Banish to Other Plane
Banishes a creature or object to another plane. This includes the banishing of elementals, spirits, and, in extreme cases, gods.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Duration: 1 sec / SP
Damage: 10 points / sec

Banshee Scream
This produces a very loud, ear-piercing scream doing 1 point of damage per second of the scream, half damage if the creature makes its Resistance Roll. It affects all listeners, even those in the caster's party. No spell casting is possible during the scream due to lack of concentration, unless the caster's ears are plugged with wax or some similar material.

School: Elemental
Level: Unleveled
Difficulty Rating: U
10 degrees / SP
touched creature or object

Chill
A nonliving liquid or solid material cools 10 degrees Fahrenheit per Spell Point expended, subject to freezing points. The material then immediately begins to return to room temperature.

School: Psycho - Sensory
Level: 4
Difficulty Rating: -30%
Duration: 30 sec + 1 sec / PL

Clairvoyance
The caster chooses a place known to him and, upon concentration on one spot in this place, sees all things within a 50 foot radius of that spot. He cannot listen to that place, but he will see all things, from ants marching across the floor to large dragons devouring dinner. He cannot see the invisible with this spell.

School: Sorcery
Level: 1
Difficulty Rating: 0%
Resistance Roll: negates
Duration: 1 hour + 15 min / PL
Area of Effect: 5 square feet / PL

Color
Allows the caster to alter the color of objects. The actual pigments in objects - tapestries, paintings, skin - are affected for the duration of the spell. The spell can be repeated at the end of every time period, but multiple castings do not increase the duration.

Command
Forces any creature to feel compelled to follow the orders of the caster. The creature, however, does not have to like it and will probably try to attack the caster after the spell ends if it is an unwilling participant in this spell. I suggest the caster cast, use, and run like hell. This spell cannot be used to force a creature to end its life.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min + 30 sec / PL
1 creature / SP, 10 ft line of sight

Confuse
Affected creatures become utterly confused. These creatures cannot fight or argue for the allotted time. It's like they forgot what they were doing and are attempting to remember, though they just can't grasp it. They are not totally aware of, nor are they totally unaware of their surroundings.

School: Defensive
Level: 5
Difficulty Rating: 40%
Resistance Roll: negates
Duration: 5 sec + 5 sec / PL
1 creature, line of sight

Contingency
The caster places on his person another spell of up to fifth level to take effect when a set of conditions is met. For example, Felix Stumblekins is tired of tripping off of the Cliffs of Chaos. He casts Contingency and then Floating Fall with the condition that if he falls off the Cliffs of Chaos, the Floating Fall will come into effect. Heaven forbid he fall off the Cliffs of Anarchy instead. In other words, too general is bad and too specific is bad.

School: Necromancy
Level: 6
Difficulty Rating: -50%

Detect Illusion
The caster can detect an illusion within his line of sight for the duration of the spell.

School: Psycho - Sensory
Level: 4
Difficulty Rating: -30%
Duration: 1 min + 5 sec / PL

Detect Mage Magic
The caster can detect Mage magic as an aura around any magical items within his line of sight. The greater the magic, the brighter the light. Items of great power can temporarily blind the Mage for the duration of the spell (as per gamemaster's discretion). This spell will not detect Clerical magic of any kind.

School: Sorcery
Level: 1
Difficulty Rating: 0%
Duration: 30 sec + 10 sec / PL

Dispel Mage Magic
The caster can attempt to dispel Mage magic. After successfully casting this spell, the Mage must then successfully roll his percentage to cast the spell with the highest spell level in the item (excluding Unalterable Aura). If both spells are successful, the magic is dispelled. The Mage losses the spell points for both spells. In the case of spells or items with Unalterable Auras, the spell is dispelled for one minute per Proficiency Level.

School: Sorcery
Level: 1
Difficulty Rating: 0%
Duration: 1 min / PL for Unalterable Auras

Distract
This spell is very unpredictable. In an almost entirely random fashion, it causes a designated creature to become distracted. This distraction could be as simple as a sneeze or blink or as complex as the sudden appearance of some ungodly number of dragons, more than likely illusory. We would, of course suggest the former as opposed to the latter to eliminate the misuse of this spell.

School: Psycho - Sensory
Level: 1
Difficulty Rating: 0%
Resistance Roll: negates

Mage Spells

School: Elemental
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Damage: 1d10 / SP

Elemental Bolt
A burst of elemental energy appears and explodes within a 50 foot range of the caster. This explosion can be of any elemental type and does 1d10 per Spell Point expended. Secondary damage may occur at gamemaster's discretion.

School: Elemental
Level: Unleveled
Difficulty Rating: U
Duration: 30 sec / SP
touched creature / SP

Elemental Meld
The caster and touched creatures (1 Spell Point per extra creature) are able to enter and hide in or pass through any element (stone, ice, poisonous gas, etc.) for 30 seconds, plus 30 seconds for each extra Spell Point expended. If a creature is still within the confines of the element at the end of the spell's duration, it is expelled and takes 5d10 of damage and each piece of equipment has a 50% chance of being irreparably damaged.

School: Sorcery
Level: Unleveled
Difficulty Rating: 0%
Duration: Not Applicable

Enchant Item
Makes any object receptive to other spells cast on it. This spell is used only during the ritual to enchant an item.

School: Sorcery
Level: 4
Difficulty Rating: -30%
Duration: 15 sec / PL
touched creature
+10 to a single attribute

Enhance Attribute
This effectively gives the caster the ability to temporarily raise any touched creature's single Statistic by 10 points, or its Ground Speed by 10 feet per 5 seconds, or Nightvision by 10 feet.

School: Sorcery
Level: 1
Difficulty Rating: U
Duration: 1 min /SP
+1 to PCA or Dam / SP

Enhance Item
Enhances any object with a magical aura. This aura allows the caster to add to PCA or create magically damaging weapons by adding one point to either per Spell Point expended. This spell also enhances other things, like mirrors, grails, dresses, etc., providing them with the aura of magic without actually doing anything.

School: Sorcery
Level: 4
Difficulty Rating: -30%
Resistance Roll: negates
Duration: 30 sec + 1 sec / PL

Enlarge
Enlarges anything up to five times its normal size. Unwilling creatures get to resist this spell. Enlarged creatures do not gain or lose Damage Tolerance, only size. The weight of the creature is changed as well. Multiple castings will not increase the size of any single object.

School: Sorcery
Level: 6
Difficulty Rating: -50%
Duration: as long as caster speaks
Area of Effect: 25 foot radius + 1 foot / PL

Enthrall
Keeps a large number of creatures at bay while the caster speaks. While the caster is speaking, he can do nothing else, with the exception of a few noncommittal arm wavings. The creatures within the area of the spell cannot move away from the caster, but neither can they harm him in any way.

Entrapment
Creates a clear globular force shield around any opponent small enough to fit in it. Nothing can pass through other than gases (nonpoisonous only). No spells, projectiles, or anything else can pass through this shield. No damage is inflicted on those captured or trying to break in. The sphere has a DAP of 25% and will take damage equal to the caster's Damage Tolerance. The caster can make the sphere smaller at will, though no smaller than a three foot radius.

School: Defensive
Level: 5
Difficulty Rating: -40%
Resistance Roll: negates
Duration: 1 hour + 15 min / 2 PL
Area of Effect: 3 foot radius + 1 foot / PL

Excavate
A hole is made in any earthen material. The spell does this by moving the prescribed mass to the elemental plane of earth. This hole can be dug horizontally or vertically or any angle in between, depending upon the direction indicated by the caster.

School: Elemental
Level: 4
Difficulty Rating: -30%
Duration: 2 min + 15 sec / PL
10 cubic feet / min

Familiar
Calls to the caster an animal of his choice, with limitations set by the gamemaster. This animal, now the caster's familiar, does not add to the caster's Damage Tolerance or anything else, but the caster is able to see through the animal's eyes and hear through its ears. The familiar will be totally loyal to the caster, but once the creature is killed, the caster cannot use the spell again. If the familiar dies of natural causes, meaning old age, the caster can again use the spell after a wait of one entire year.

School: Sorcery
Level: 1
Difficulty Rating: 0%

Mage Spells

School: Elemental
Level: 3
Difficulty Rating: -20%
Damage: fire- 1d10, explosive- 2d10
1 quart + 1 quart / 2 PL

Flammable Liquid
Changes water into a flammable liquid. When exposed to extreme heat, the liquid will burst into flames or, if enclosed, will explode. It does 1d10 points of damage from fire and 2d10 points of damage from an explosion.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 1 sec / SP
Area of Effect: 10 foot radius

Float
Slows the fall of the caster and all creatures within the area of effect to a constant two feet per second. This spell only affects free-falling objects and creatures.

School: Defensive
Level: 1
Difficulty Rating: 0%
Duration: 1 min / PL
Area of Effect: 1 foot radius / PL
Damage: secondary fire or falling damage only

Grease Slick
A thin layer of a fatty, slippery substance covers the designated area. If it is noticed by others, it can be avoided if there is room around it. Otherwise, each step taken across it requires a Dexterity roll (roll under Total Dexterity score). If the roll is not made, the creature slips and cannot retrieve its footing until the spell wears off or is cancelled. And just like real grease, this stuff is flammable, too.

School: Necromancy
Level: 3
Difficulty Rating: -20%
Resistance Roll: negates
Duration: 30 sec + 5 sec / PL
touched creature

Hasten
The caster or touched creatures speed up all movement to twice normal speed. This includes all attacks and even extends to life functions. Poisons can be sped up.

School: Sorcery
Level: 2
Difficulty Rating: -10%
1 item

Identify Magic Item
The caster knows the magical nature of the item he is looking at. The item must be of Mage magic; a clerical item will appear normal. If the item has more than three properties, the Mage can only see three, although he knows there are more there. In this case, he can cast the spell again and identify three more properties.

School: Psycho - Sensory
Level: 10
Difficulty Rating: -90%
Resistance Roll: negates
Duration: 1 hour + 10 min / PL
Area of Effect: 100 cubic feet / PL

Illusion (Interactive)
Creates and destroys complete, complex multi-sensory illusions. These illusions have all five senses accurately affected with movement coordinated by the minds of those actually affected, thus producing an image that attacks, taunts, pleads, and generally acts alive. The caster does not have to be present for this action, but does have to resist this spell (at +50% because he is at least expecting it, although the real thing might have come up and he didn't know it, thus the resist.)

School: Psycho - Sensory
Level: 3
Difficulty Rating: -20%
Resistance Roll: negates
Duration: 5 min + 1 min / PL
Area of Effect: 20 cubic feet + 5 cubic feet / PL

Illusion (Single Sense)
Creates simple single-sense illusions. Only creatures with an intelligence of 6 or up will be affected. The visual illusions are all stationary and because of this, they can neither attack nor run away.

Illusion (Three Sense)
Creates complex multi-sensory illusions. These illusions can have up to three of the five senses accurately reproduced, with the other two not present. These illusions can move, attack, or run away in a pre-programmed manner. The caster does not have to be present for this movement.

School: Psycho - Sensory
Level: 7
Difficulty Rating: -60%
Resistance Roll: negates
Duration: 15 min + 5 min / PL
Area of Effect: 100 cubic feet / PL

Imprisonment
Summons a specified creature at which point a Sphere of Entrapment immediately surrounds it. The creature is captured until it agrees to comply to one demand of the caster. This demand must be something within the creature's powers and cannot include suicide. If the creature makes its Resistance Roll, the sphere is negated, but the portal the creature came through remains open for five minutes. This gives the creature enough time to attack the caster, because it will, and get back to where it was summoned from.

School: Defensive
Level: 7
Difficulty Rating: -60%
Resistance Roll: negates

Inhale Other Element
The caster can breathe normally in an "inhospitable environment." The spell is specific to that element. Once cast, say in lava, the caster and affected creatures could breathe the lava, but if the lava were to change suddenly to water, the caster and affected creatures would begin to drown. This would not protect the creatures from the other effects of the element they are in.

School: Elemental
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: touched creature
touched creature

Interpret Language
The caster can understand any form of written or verbal communication for the allotted time. During this time, he may speak and listen or read and write, but never use both written and verbal forms of the language. The Mage retains no learned knowledge of the language from this spell, and he will be unable to translate further without recasting the spell.

School: Necromancy
Level: 1
Difficulty Rating: 0%
Duration: 5 min + 1 min / PL
1 language

Invisibility
The caster or touched creature become invisible to all forms of perception, even nightvision. They can attack or perform other tasks while invisible. All equipment will become invisible with the casting of the spell, but subsequent items picked up by the caster will be visible. Anything spilled on the invisible creatures will be visible, so blood splattered in combat will show up.

School: Psycho - Sensory
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature / SP

Locate
The caster can determine the direction and distance of an item or person well known to the caster within the distance indicated. Any creature unwilling to be located makes a Resistance Roll.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: 50 foot radius

Lock
The caster places a magical lock on a door. The removal of magical locks by another caster get a 50% resistance minus 1% per Proficiency Level of the caster trying to unlock the door. A Mage will mentally know when any lock he has put on has been unlocked.

School: Sorcery
Level: 3
Difficulty Rating: -20%

Mage Spells

School: Psycho - Sensory
Level: 1
Difficulty Rating: 0%
Duration: 1 hour + 10 min / PL
touched creature

Masque
The caster's face or touched creature's face changes appearance. He can make it look like anything he has seen. This change includes color, dimensionality, and textures.

School: Necromancy
Level: 2
Difficulty Rating: -10%
Resistance Roll: negates
Duration: 1 min + 30 sec / PL
touched creature

Memory Manipulation
Causes any touched creature to forget everything that happened one minute plus 30 seconds per Proficiency Level before the spell was cast. The reverse of this spell causes the touched creature to remember the same duration of activity in the past that he has forgotten for any reason, magical or otherwise. The memories will be very vivid.

School: Sorcery
Level: Unleveled
Difficulty Rating: U
1 square inch / sec / SP
touched item

Mend
Any woven material will mend upon touch. This includes clothing, ropes, tents, etc.

School: Necromancy
Level: 4
Difficulty Rating: -30%
Duration: 5 sec + 1 sec / PL
50% + 5% / PL across planes

Message
The caster contacts a creature who is familiar to or whose name and location are known by the caster. The message can be of any length as long as the time limit is observed. Any transmission across the planes has a 50% chance plus 5% per Proficiency Level of the caster.

School: Necromancy
Level: 9
Difficulty Rating: -80%
Resistance Roll: negates
Duration: 1 hour + 10 min / PL
touched creature

Metamorphosis (Major)
The spell caster can change his shape or the shape of any touched creature into the shape of any creature he has seen. There is no limitation on mass, and the changed creature has limited abilities as that creature at the gamemaster's discretion.

School: Necromancy
Level: 6
Difficulty Rating: -50%
Resistance Roll: negates
Duration: 1 hour + 10 min / PL
touched creature

Metamorphosis (Minor)
The caster can change his shape or the shape of any touched creature into the shape of a creature he has seen with the same approximate mass. The morphed creature does not gain the abilities of the creature he is changed into, though he does retain his own abilities.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 hour / SP

Mind Shield
Protects touched creatures from mental probes of any kind. The creature can not be summoned, messaged, telepathed, or scryed upon. He is for all purposes, truly incommunicado. Of course, deities know everything.

School: Psycho - Sensory
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min / SP
1 image / SP

Multiple Imaging
A number of exact mirror images of the caster appear next to him. These images can be made to act in synchronized movement with the caster or in asynchronous movements, as long as the caster is present. Once the caster leaves the images, or once he loses sight of more than half of them, they disappear.

Necrosomnia
Indicated creatures within 20 feet line of sight will fall into a deep slumber unless they make their Resistance Roll. The caster's party will not be affected.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min / SP
Area of Effect: 1 creature / SP

Pause
The caster can "freeze" touched creatures in their tracks for the duration of the spell. These creatures cannot move, though they do breathe and can move their eyes- they just can't move their bodies. While in this state, they are completely vulnerable to attack

School: Defensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 5 sec + 1 sec / PL
1 touched creature / SP

Phantasm
Creates a shadow warrior that will fight and kill until he is beaten, dispelled, or time runs out. The phantasm has a Damage Tolerance of 100 and does not regenerate. It has a DAP of 50% and attacks with his phantasmal long sword with a PCA of 150%. The sword does 4d10 of damage and cannot be broken or stolen. The phantasm is invisible and undetectable until he attacks. He always gets first attack, he always gets surprise, he always gets three attacks per Combat Cycle. Once his Damage Tolerance is used up, he vanishes.

School: Necromancy
Level: 10
Difficulty Rating: -90%
Duration: 1 minute + 10 sec / PL

Mage Spells

School: Psycho - Sensory
Level: 6
Difficulty Rating: -50%
Duration: 5 min + 30 sec / PL

Phantasmal Double
Creates a phantasmal double of the caster which can speak and move of its own volition. The caster, however, becomes invisible and is able to do whatever he wants to. The double will wander or engage dangerous monsters in conversation in order to mislead the monster, but will not fight.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 30 min / SP
1 steed

Phantom Steed
Creates for the caster or other specific riders a horselike creature that is almost entirely unreal. It does not make any sound or leave any trail. It does not fight and other animals shun it. If it takes more than 20 points of damage, then it is dispelled. It can carry only the rider and whatever equipment the rider carries on his person.

School: Necromancy
Level: 5
Difficulty Rating: -40%

Plane Travel
Sends the caster and all members of his party to another plane of the caster's choosing. Location on that plane when you materialize is purely random.

School: Sorcery
Level: 7
Difficulty Rating: -60%

Psychometry
The caster sees a brief history of a touched object: where it has been, what it has done, who has owned it, etc.

School: Defensive
Level: 2
Difficulty Rating: -10%
Duration: 1 hour + 5 min / PL
touched creature

Run Really Fast
Caster and other touched creatures have the ability to run at twice their normal speed for an extended period of time. This is not a hasten spell. The affected creatures run fast. Period. Once the spell is dispelled, the creatures must rest for the same amount of time they spent running really fast.

School: Necromancy
Level: 8
Difficulty Rating: -70%
Duration: 5 min + 1 min / PL

Scrying Device
Any mirror, bowl of water, crystal ball, goblet, etc., becomes a magical scrying device. The caster can use it for the duration of the spell to discern the position of known persons or objects. It can be made permanent by use of an Unalterable Aura spell.

School: Necromancy
Level: 2
Difficulty Rating: -10%
Duration: 1 hour + 5 min / PL

Servant Spirit
An invisible force that can clean, mend, open doors, and, maybe, cook, if directed explicitly by the caster through verbal commands. This force cannot lift objects heavier than 25 pounds and cannot push objects heavier than 50 pounds. It cannot fight. It can be dispelled and will disappear if it receives more than 10 points of damage.

School: Psycho - Sensory
Level: 1
Difficulty Rating: 0%
Resistance Roll: negates
Duration: 1 min + 15 sec / PL
Area of Effect: 20 foot radius + 5 foot / PL

Shades of Wisp
Creates up to five lights at the will of the caster. These lights can be any color desired and can take on various forms at the desire of the caster. These lights can move freely without the caster's concentration but will be cancelled if the distance or the duration is exceeded.

Shadow Vision
Allows the caster or touched creatures to see into the ethereal plane. Affected creatures can see Wraithforms, Wraithmail, invisible items and creatures, spirits, and Phantasms.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 5 sec / SP
touched creature

Shatter Blast
All glass, crystalline, or other shatterable items within the radius of the spell shatter outwards into a thousand sharp chards. These exploding shards do one point of damage per 100 - the gamemaster will decide total damage capacity. All objects larger than the weight limit will not be affected.

School: Offensive
Level: 2
Difficulty Rating: -10%
Area of Effect: 10 foot radius + 1 foot / PL
10 pounds + 5 pounds / PL

Shelter
Creates a shelter safe from normal weather conditions of the area. The hut has 100 square feet of floor space and has a seven foot high ceiling. It is made from materials abundant in the area and when the spell ends, the hut collapses and the materials return to their elements.

School: Elemental
Level: 4
Difficulty Rating: -30%
Duration: 2 hours + 30 min / PL

Shockwave
Creates a wave of force which physically moves one object or creature within a 50 foot line of sight range away from the caster by 1 foot while causing 1d10 of damage.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Damage: 1d10 / SP
forced back 1 foot / SP

Shrink
Shrinks anything down to one-fifth its original size. Unwilling creatures get to resist this spell. Shrunken creatures do not gain or lose Damage Tolerance, only size. The weight of the creature is changed as well.

School: Sorcery
Level: 4
Difficulty Rating: -30%
Resistance Roll: negates
Duration: 30 sec + 1 sec / PL

Silence
Produces a sphere of silence around an object determined by the caster. No sounds can be heard within the sphere and no verbalization can be made within it, so spell casting is out. Only items not magical in nature can have this spell put on them.

School: Defensive
Level: 2
Difficulty Rating: -10%
Duration: 15 sec + 1 sec / PL
Area of Effect: 10 foot radius + 1 foot / 4 PL

Silent Casting
Allows the caster to cast spells without vocalization. If the caster wants to use this with the silence spell he must cast it outside the sphere or otherwise it just won't work.

School: Sorcery
Level: Unleveled
Difficulty Rating: U
Duration: 10 sec / SP

Slow
The caster or touched creatures slow down to half their normal speed. This includes all attacks and even extends to life functions. Poisons can be slowed.

School: Necromancy
Level: 3
Difficulty Rating: -20%
Resistance Roll: negates
Duration: 30 sec + 5 sec / PL
touched creature

Mage Spells

School: Sorcery
Level: 1
Difficulty Rating: 0%

Spell of Charging
Used to place charges upon Mage items of power. To do this, one must have the item and spell points to cast both this spell and the spell with which to charge the item. The spell points for each spell are lost for each charge placed on the item. If this spell is not successful, the successive spell is not invoked.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: 1 ft / SP

Sphere of Darkness
Creates a magical sphere of darkness that is placed on an object. The light will obstruct nightvision and will temporarily blind any creature not used to bright lights. The darkness obstructs all forms of vision, normal and nightvision, except the caster's; no one can see into the sphere.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
Area of Effect: 1 ft / SP

Sphere of Light
Creates a magical sphere of light that is placed on an object. The light will temporarily blind any creature not used to bright lights. The light will not obstruct nightvision or other special visions.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 1 min / SP
touched creature

Spider
Enables the caster or touched individual to climb flat vertical surfaces or hang from the ceiling. The movement rate is about 10 feet per second . Be very careful about hanging around when this spell wears off.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 10 sec / SP
Area of Effect: 5 foot radius / SP
Damage: secondary damage by fire- 2d10

Spider's Web
A web of a very stick substance starts from a designated center and spreads outward for a certain radius. Any creature will be stuck until the spell wears off. If ignited, the web will burn quickly, causing 2d10 points of damage to any creature caught in the web.

School: Offensive
Level: Unleveled
Difficulty Rating: U
Resistance Roll: ½ damage
Range: 50 feet
Damage: 1d10 / SP
1 stinger / SP

Stingers
Small balls like sling bullets emit from the caster's fingers to the intended target. As long as the intended target is in sight, these missiles always hit the target as long as the target stays in range, and do 1d10 points of damage apiece.

School: Necromancy
Level: 9
Difficulty Rating: -80%
Resistance Roll: negates
1 creature

Summon From Other Plane
Summons a creature or object from another plane. This includes the summoning of elementals, spirits, and, in extreme cases, gods. The time limit involved is that period of time during which the caster can maintain control of the creature summoned. After that period, the caster must banish the creature or else it might turn on him.

Summon Object
The caster can summon an object to his hand as long as he knows exactly where it is and what it is. The object must not be any larger than the caster can lift and carry.

School: Sorcery
Level: 9
Difficulty Rating: -80%
1 item per casting

Telekinesis
The caster can move a mass up to his Strength plus Intelligence divided by 5. This mass can be dead weight (quite literally in some cases) or creatures if they want to be moved or fail to resist. The caster must maintain concentration during the spell. If this concentration is broken, all things within the field fall and must resist breakage.

School: Sorcery
Level: Unleveled
Difficulty Rating: U
Resistance Roll: negates
Duration: 1 min / SP

Mage Spells

School: Necromancy
Level: 4
Difficulty Rating: -30%
Area of Effect: 5 foot + 1 foot / PL
Accuracy: 35% + 5 % / PL

Teleportation
The caster and anything within a certain radius of him will be teleported to a location with which the caster is very familiar. The caster has a 35% plus 5% per Proficiency Level accuracy rate. For every percentage point the caster is over the roll, that's how many miles he is from his intended destination. This form of travel is limited to the plane on which the caster is currently on.

School: Necromancy
Level: 8
Difficulty Rating: -70%
Area of Effect: 5 foot + 1 foot / PL
Accuracy: 35% + 5 % / PL

Teleport Across Planes
The caster and any creatures within a certain radius of him will be teleported to a location on a different plane with which the caster is familiar. The caster has a 35% plus 5% per Proficiency Level accuracy rate. If he fails the accuracy roll there is not only the chance of ending up miles from the desired destination but the chance of ending up on a totally different plane.

School: Sorcery
Level: 6
Difficulty Rating: -50%
Duration: 30 min + 1 min / PL

Time Delay
Causes a spell to become active at a specific time predetermined by the caster. This time must be within the time limits of the timer spell, otherwise, the spell will go off when the timer spell ends. First, the caster must successfully cast the time delay on an object that he wants a spell to take effect on later. Then the caster attempts to cast the spell he wants delayed. If this second spell fails, then the caster must start all over from the beginning.

School: Necromancy
Level: Unleveled
Difficulty Rating: U
touched creature

Transference
Allows the Mage to transfer a number of his Damage Tolerance equal to 10 Damage Tolerance points per Spell Point he uses when casting the spell to another person. This Damage Tolerance is subtracted from the caster's own, in addition to the Damage Tolerance he loses by casting the spell. The caster cannot use this spell on himself.

School: Defensive
Level: 5
Difficulty Rating: -40%
Duration: 5 sec + 1 sec / PL

Ubiquitousness
The caster will begin to teleport from one location to another, each within 10 feet of the previous location, though not necessarily within 10 feet of the original location from which the spell was cast. These teleports will occur every second the spell is active, or until cancelled by the caster. During these teleports, the caster cannot cast or attack.

School: Sorcery
Level: 10
Difficulty Rating: -90%

Unalterable Aura
This spell, on top of other spells, makes them a permanent part of an item. When you enchant an item, if you want it to last more than a day, you have to use this as the last spell. Once this spell is on an item, no other changes can be made to the item. Period. The glyphs for this spell must be engraved upon the item for the spell to take.

School: Sorcery
Level: 3
Difficulty Rating: -20%

Unlock
The caster can remove three non-magical locks or one magic lock on a door. The removal of magical locks by the caster get a 50% resistance minus 1% per Proficiency Level of the caster trying to unlock the door. A Mage will mentally know when any lock he has put on has been unlocked.

Unravel
Any woven material will unravel upon touch. This includes clothing, ropes, tents, etc.

School: Sorcery
Level: Unleveled
Difficulty Rating: U
1 square foot / sec / SP
touched item

Warm
A nonliving liquid or solid material warms 10 degrees Fahrenheit per Spell Point expended, subject to combustion points. The material then immediately begins to return to room temperature.

School: Elemental
Level: Unleveled
Difficulty Rating: U
10 degrees / SP
touched creature or object

Whisper Wind
All creatures within a certain distance of the caster will be able to hear the caster speak in a whisper.

School: Psycho - Sensory
Level: 2
Difficulty Rating: -10%
Duration: 10 sec + 1 sec / PL
Area of Effect: 10 foot radius + 1 foot / PL

Wings
Gives a touched creature a pair of wings proportional to the creature's size. These wings enable flight at twice the creature's fastest normal ground speed. These wings can be feathered or leathery or chrome or whatever- it's gamemaster's discretion.

School: Necromancy
Level: 6
Difficulty Rating: -50%
Duration: 15 min + 1 min / PL

Wraith Vision
Creates a link between the caster and a roaming spirit through which the caster can direct the spirit and see through its eyes. The spirit need not be friendly, just there. The caster cannot order the spirit to fight or divulge information, though a friendly spirit might volunteer services and information.

School: Necromancy
Level: 4
Difficulty Rating: -30%
Duration: 1 min + 10 sec / PL

Wraithform
The caster or touched creature and all his equipment become insubstantial and, for all purposes, invisible. Weapons must be enhanced to hit a creature in Wraithform. The caster can attack and be attacked through the ethereal plane only. No attack can be made from or to the prime material plane.

School: Defensive
Level: 3
Difficulty Rating: -20%
Duration: 5 min + 30 sec / PL
Area of Effect: touched creature

Wraithmail
Creates a suit of invisible platemail around the caster or touched creature. The armour adds an adjustment of +10 to the creature's Defense Adjustment Percentage.

School: Defensive
Level: Unleveled
Difficulty Rating: U
Duration: 10 min / SP
+10 DAP / SP
touched creature

Magic Type: Necromancy
User Class: Any

Bottled Ship and Maps of Jereco Syn, The
This is a bottled ship and a set of maps of the campaign world. There is a dark purple mist in the bottle, usually settled at the bottom.

The user of this item must be in a seagoing vessel of some kind. When the bottle is placed on one of the maps, the boat that the user is on is instantly teleported to that spot in the campaign world. The ship and maps will function once a week. If the ship is placed upon a land mass on the maps, the magic must recharge for two weeks before another attempt can be made.

Magic Type: Necromancy
User Class: Any

Cloak of Shadows
This is a cloak woven from a fine, slippery black cloth with matte-black-enameled clasps.

This cloak allows the user to walk through the shadow plane, invisible while walking through a continuous shadow. If the shadow becomes broken, the user will become visible in streaks where the light hits him. The cloak will function like this for 10 minutes every hour for 24 hours. It must be recharged by sitting undisturbed in a stone chest for a week.

Magic Type: Cleric or Mage
User Class: Any

Clothing (All Types)
Clothing can be made magical by a casting of spells into the raw materials, the thread, the untanned hides, the tanning agents, etc., to create Boots of Speed, a Cloak of Invisibility, a Shirt of Protection from Missile Weapons. These items and their associated recharging rituals are left to the gamemaster.

Magic Type: Necromancy
User Class: Any

Coin of Chance
This coin does not resemble any coin of the realm. It is silver with an imprinted seal of gold on both sides. One side has the image of a "green man." The other side is imprinted with a death's head. It can be valued at 100 gold pieces for craftsmanship alone.

This coin is meant to be used in dire situations at best. It is a summoning device with only two options, heads or tails. When the user flips the coin, the side facing up determines the creature summoned. If the green man lands facing up, then a friendly mystical creature of no higher than fifth level is summoned. The creature will either aid the summoner directly or fight whatever is endangering the summoner.

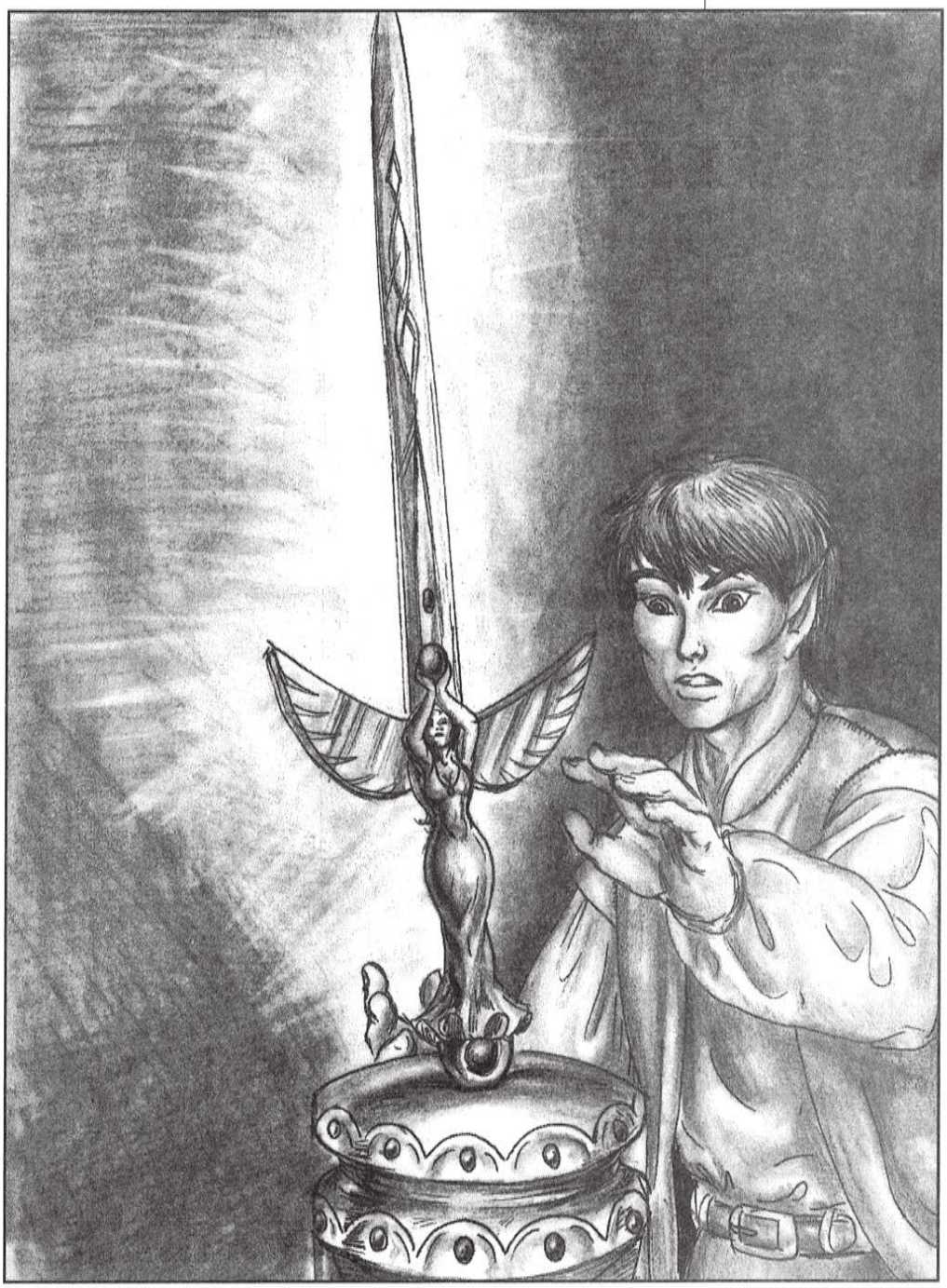
If the death's head lands facing up, a hostile creature from the spirit world of no higher than fifth level is summoned. It will immediately attack the summoner, then turn on the rest of the summoner's party if it has time.

These creatures can exist in the character's plane for only 1-5 minutes (1d10 ÷ 2).

Elemental Boots
These boots come in a variety of colors. There will never be a mismatched pair.

These boots allow travel through the various elements- air, earth, fire, water. This allows boots of airwalking, walking through ground or stone, firewalking, and waterwalking. Other restrictions are left to the gamemaster.

Magic Type: Elemental
User Class: Any



Magic Type: Sorcery
User Class: Any

Girdle of Size Manipulation
This is a dark leather girdle with gold- and platinum-threaded embroidery.

When the user speaks a certain command phrase, the Clerical spell Size Manipulation is invoked and the wearer is either reduced to 1/5 or enlarged to five times his natural size. Both metamorphoses are integral to the girdle, but the command phrases are different. The spell lasts for one hour and the item can be used three times per day. If the girdle is removed or destroyed while the spell is in effect, the wearer is stuck at that size until the magic can be dispelled or the character restored.

Magic Type: Sorcery
User Class: Any

Gremlin
This item is a small icon or charm in the shape of a roughly carved bipedal creature. It can be worn on a necklace or chain or kept in a bag. It is made of grey iron and has small black onyx eyes.

This icon causes one item within a 10 foot radius of the wearer to break. It will function once every 24 hours, but not regularly, meaning it can break something at 11:59 and again at 12:00, but not again until at least 12:01 the next day. This item is not cursed; the owner may drop it or give it away at any time.

Magic Type: Necromancy
User Class: Mage

Heebee Geebee's All-Powerful Skull
This is a gem-encrusted gnome's skull with large amethyst stones in the eye sockets and gold teeth.

This is the skull of the gnome Mage, Heebee Geebee, and is used for the storage of Mage Spell Points. To charge the skull, the user must cast only the Spell of Charging while touching the skull. The skull will pull 5 Spell Points from the user at that time. Successive castings will pull 5 more for each casting. The amethyst stones will glow when the skull is charged and will go dark when empty. A maximum of 50 Spell Points can be stored at any one time. If more than this is attempted, the skull will explode, causing an enormous 50d10 of Damage (1d10 per Spell Point stored) to all within a 10 foot radius. Once charged, the Spell Points can be released in any combination of spells known to the user.

Magic Type: Divine Influence
User Class: Cleric

Holy Relic of Kadok, The
This is a gem-encrusted scepter of immense value

This is the scepter of the Half-Orc Cleric, Kadok, and is used for the storage of Clerical Spell Points. To charge the scepter, the user must cast only the Spell of Charging while holding the Relic. The Relic will pull 5 Spell Points from the user at that time. Successive castings will pull 5 more for each casting. A ring of diamonds around the crest of the scepter will glow when the Relic is charged and will go dark when empty. A maximum of 50 Spell Points can be stored at any one time. If more than this is attempted, the Relic will explode, causing an enormous 50d10 of Damage (1d10 per Spell Point stored) to all within a 10 foot radius. Once charged, the Spell Points can be released in any combination of spells known to the user.

Jewelry (Any Type)
Jewelry can be magiked using a valuable jewel to hold the Spell Points or through inscriptions or runes. Rings, medallions, amulets, pins... almost anything. A Ring of Invisibility, an Amulet of True Seeing (Detect Illusion, Detect Deception), a Helmet of Telepathy... the possibilities here are endless. Read some good books... you'll get plenty of ideas.

Magic Type: Cleric or Mage
User Class: Any

Lightning Strike Arrows
These are metal arrows with razor sharp hunting heads and metal fletchings enameled black and grey.

Magic Type: Naturalist
User Class: Any

These arrows add 10% to a character's Long Distance Weapons PCA when shot from a long bow. If the arrow hits its target, the Clerical spell, Call Lightning, is invoked. The arrow becomes a lightning rod for its own bolt of lightning. Damage for this bolt is determined by the level of the Cleric who charged the arrow, as if he had cast the spell. Once used, the arrow is discharged, though it can be recovered and charged again. To charge the arrow, a Cleric must first cast the Spell of Charging, then cast the spell, Call Lightning, at whatever level he desires. Each arrow can only hold one Call Lightning spell, so the bolts cannot be chained. Attempts to place further spells on the arrow will cause a backfire to the caster and the arrow will be destroyed.

Magic Type: Sorcery
User Class: Any

Mr. Fixit
This item is a small icon or charm in the shape of a roughly carved bipedal creature. It can be worn on a necklace or chain or kept in a bag. It is made of grey iron and has small black onyx eyes.

When this item is placed upon a broken non-magical item, the icon will magically mend the item if allowed to remain there for a minimum of 8 hours of uninterrupted time. Any interruption causes any progress to revert and the item remains broken. Mr. Fixit can repair any item only once. Mr. Fixit will function 2 times per day.

Magic Type: Necromancy
User Class: Any

Phedeckz's Magical Mirror of Intrusion

This is a large gilt mirror runed with tiny writings which pulse irregularly with an eerie sliver-blue light. No reflection is cast.

This magical mirror allows the user to see into other places, even across planes. The mirror may take some time to focus, however, as much as 1d10 days (at the gamemaster's discretion... it could focus immediately). Once focused, the mirror becomes a bridge to the place it shows, providing instantaneous teleportation to the other place... the characters just walk through the mirror. The door on the other side remains open until the image is changed from the mirror's actual location.

Magic Type: Divine Influence
User Class: Cleric

Ring of Clerical Spell Storing
A smooth, unmarked ring of purest metal (silver, gold, or platinum) with a single stone of at least 5,000 gold piece value.

A Cleric can use the Spell of Charging to store Spell Points in this ring. For each use of the Spell of Charging, the ring will store 5 Spell Points from the caster. The caster determines how many points to store, up to 50. If the user attempts to put more than 50 Spell Points into the ring, the gem will crack and the Spell Points stored within will be lost. The Cleric will collapse into unconsciousness for 1d10 hours, after which he must pray for a minimum of 1 hour before regaining any Spell Points.

Magic Type: Divine Influence
User Class: Cleric

Ring of Clerical Spell Storing, Cursed
A smooth, unmarked ring of purest metal (silver, gold, or platinum) with a single stone of at least 5,000 gold piece value.

If a non-Cleric wears the ring, nothing happens. When a Cleric wears the ring, it instantly absorbs 20 + 1d10 Spell Points from the wearer, as if the wearer had cast a spell worth that much. If this brings the Cleric to zero or fewer Spell Points, he will lapse into a coma for eight hours, but will awaken with his full Spell Points, as if he had prayed to recover them. These "stolen" points remain in the ring. If the Cleric is reduced to zero Spell Points, the ring discharges the Spell Points as needed. When the ring reaches a discharged state, it will pull a new charge of Spell Points from the Cleric the next time the Cleric prays. If the ring is ever removed, the unused Spell Points are lost.

Ring of Mage Spell Storing
An intricately runed ring of purest metal (silver, gold, or platinum) with a single stone of at least 5,000 gold piece value.

A Mage can use the Spell of Charging to store Spell Points in this ring. For each use of the Spell of Charging, the ring will store 5 Spell Points from the caster. The caster determines how many points to store, up to 50. If the user attempts to put more than 50 Spell Points into the ring, the gem will crack and the Spell Points stored within will be lost. The Mage will collapse into unconsciousness for 1d10 hours, after which he must meditate for a minimum of 1 hour before regaining any Spell Points.

Magic Type: Necromancy
User Class: Mage

Ring of Mage Spell Storing, Cursed
An intricately runed ring of purest metal (silver, gold, or platinum) with a single stone of at least 5,000 gold piece value.

If a non-Mage wears the ring, nothing happens. When a Mage wears the ring, it instantly absorbs 20 + 1d10 Spell Points from the wearer, as if the wearer had cast a spell worth that much. If this brings the Mage to zero or fewer Spell Points, he will lapse into a coma for eight hours, but will awaken with his full Spell Points, as if he had prayed to recover them. These "stolen" points remain in the ring. If the Mage is reduced to zero Spell Points, the ring discharges the Spell Points as needed. When the ring reaches a discharged state, it will pull a new charge of Spell Points from the Mage the next time the Mage sleeps or rests to regain Spell Points. If the ring is ever removed, the unused Spell Points are lost.

Magic Type: Necromancy
User Class: Mage

Ring of Random Spell Casting
This is a cheap ring made from nickel or tin. It has a cheap imitation gemstone set in it. There is some meaningless scribble on the inside of the band.

This is probably the most powerful single item here. When the user invokes the power of the ring, in whatever form, the ring will invoke a spell at random (both the Cleric and Mage spellbooks can be used). The ring holds a maximum of 50 Spell Points at any given time, but may not always be found in fully charged condition. The ring is recharged by soaking up the cosmic energy around a Mage. It regains 1 Spell Point for every 5 hours it remains within a 50 foot radius of a Mage. The more Mages, the faster it recharges. If a Cleric comes within 10 feet of this ring, the ring becomes fully charged.

Magic Type: Unknown
User Class: Any

To pick a random spell:
(1) Roll 1d10- odd is Cleric, even is Mage
(2) Roll 2d10 and add. Count that many pages into the selected spellbook.
(3) Roll 1d10 and count spells from the top of the selected page, moving to the next page if necessary.

Shield of the Phoenix
An iron shield emblazoned with a rising phoenix. Its coloration is a gradation, fiery red in the center of the crest, fading to charcoal black at the edges.

The shield is a summoning device. When thrown into the air as a command phrase is spoken, there is a 15% chance that an actual phoenix will be summoned to replace the shield. The phoenix will obey the summoner for 60 seconds before returning to its own plane of fire. The shield will then drop to the ground within 50 feet of the owner.

Magic Type: Elemental, Necromancy
User Class: Any

Magic Type: Mage Defensive, Psycho-Sensory
User Class: Any

Stealth Staff
This staff is made of Darkling steel etched matte black. There is no ornamentation and nothing at all flashy about it.

When a special phrase is spoken, the user becomes both invisible and silent for three minutes. The staff will function in this fashion once an hour. It does not require spell charges, but must recharge by being left under two full moons (24 charges during a two month period (one full moon per month)). As a weapon, the staff provides a 5% bonus to Long Weapons PCAs and +5 To Damage, though it is not primarily a weapon.

Magic Type: Mage Offensive
User Class: Any

Thraeden ("The Beginning")
This is a five-bladed throwing weapon similar to shuriken, but far larger- 10 inches in diameter when closed, 20 inches when opened. Each blade is 5 inches long and is retractable into a five-inch base made of an intricately runed steel.

The Thraeden is a weapon of ancient design. The whole is directed by the owner while within the owner's direct line of sight. It strikes usually as a slashing weapon while spinning, causing 5d10 per strike, but it can stab for 2d10 if it embeds in the opponent. The disadvantage to the stabbing attack is that the Thraeden cannot return to the owner and must be regained by removing it manually.

Magic Type: Necromancy, Mage Offensive
User Class: Fighter

Vylkylandro ("Saver of Souls")
This is a brightly polished sword of steel and bronze with a clear, smoothly polished stone set in the hilt.

This sword is one of a kind. The user must die in order to activate the sword. The sword immediately rejuvenates the user's life force to full Damage Tolerance and adds 1d100 Damage Tolerance points for 24 hours. After these 24 hours, the mortal wounds return and the user must be healed by a Cleric of any church, or through Medical/Medicinal Skills. Any other methods will backfire. During Combat Cycles, the user is effectively unconscious, being controlled by the sword. The sword attacks at the user's PCA +120% and Parries at the user's Parry +50%. During attack, the gem glows red and absorbs the Damage Tolerance it inflicts on its opponents. During noncombat danger, the gem glows blue and casts a 10 second Sphere of Protection.

Magic Type: Cleric or Mage
User Class: Any

Wand (Any Type)
A wand is a stick magiked with a number of charges, each charge discharged by a command phrase. These wands can be magiked as Spell Point storage devices (see Heebee Geebee's All Powerful Skull or the Rings of Spell Storing) or they can be charged with specific spells ready for discharge. It's all left up to the gamemaster.

Weapon (Any Type)

Magic Type: Cleric or Mage
User Class: Any

Magical weapons can add bonuses to Weapon PCAs, to Damage, or may provide unique abilities (See the Stealth Staff, Threaden, or Vylkylandro). Weapon and Damage adjustments (some weapons may be "cursed," providing negative adjustments to PCA or Damage) are best done in increments of 5% and 5 Damage Tolerance or more. Anything less than this becomes almost humorously negligible. The blade of a sword might be magically enhanced so it never needs sharpening, or it never rusts. Hammers or maces can have Excavate or some other spell integral to them that allows the weapon to "dig" into an enemy or into earth or stone. These are all left to the gamemaster's discretion. These are just ideas.

Z Sting

Magic Type: Mage Offensive
User Class: Any

This is a disk, approximately 12 inches in diameter, made of razor sharp Darkling steel. Attached to it in the center of the disk is a light thread of pale green silk. There might also be a glove accompanying the disk.

The Z Sting, created by the Darkling assassin, Yoryk Zeestan, is a throwing weapon. It adds a +10 bonus to the user's Short Distance Weapon PCA, and adds +10 To Damage. The throwing blade is razor sharp. The thin line attached to it is magically strengthened silk from the larvae of lunar moths. It will not break and can withstand as much as three tons of tensile pressure, though it will fray if rubbed across surfaces sharper than stone walls. The string is attached to a leather restraint which fastens onto the wrist of the thrower. After it is thrown and the disk reaches the extent of the string, it is snapped back to the thrower's hand. Catching the blade requires a magically enchanted glove capable of withstanding the damage of the blade. If leather, the glove must be enchanted to +11 (10 for the blade's damage, and 1 to keep the leather intact). If the glove is a metal mesh (Chainmail), it needs only +6 (5 for the blade's damage, 1 to keep the mail intact).

Gamemastering

I should have listened to my parents. They sold snake oils and spring water. It was a safe occupation. You bottle water. You slap a label on it. You sell it. Pretty easy. But, no, I didn't listen. I don't even know what it was they said, but I'm sure it would be helpful right about now. Here I am, lost, alone, no friends around to save me this time and all I have to protect me is this dinky little sword and someone is sneaking up on me... Aaaaaargh!

Needless to say, Mycroft was a little jittery when I met up with her again. She kept rambling about how she should have stayed at home and become a bartender. I had a difficult time stopping myself from laughing at her.

Gamemastering

Hey! You there! Gamemaster! You have to know these guidelines inside out! OK, you can keep the book handy for referencing, because you have a lot to do, but you must be able to know what happens when and why. You must be able to help players create characters. You must get the story going. You've got the toughest job... I hope you enjoy it as much as I do.

Vignettes in this section may appear derivative of one playing setting or another, but all vignettes have mirror images in all settings.

When interpreting this section, do so freely. If you would use different terminology, do so. As long as you are saying the same thing, it doesn't matter what words you use.

If you, as the gamemaster, have any doubts about your players' rolls, you are justified in making the rolls for your players. Ask for their PCAs and then adjust accordingly. When you feel comfortable giving them their rolls again, do so.

Deception = Acting = Etiquette = Sweet Talk. It all equals gamemaster's discretion.

There comes a time when everyone wants to try gamemastering. That's all well and good, but many of the products available for first-time gamemasters are nothing more than scripts and maps for the gamemaster, requiring no real creativity or thought on his part. He becomes, not a gamemaster, but a puppet, whose strings are being pulled by the author of the product. In an attempt to change that stereotype, *Legendmaker* is providing this section, which includes a series of vignettes and what a gamemaster might say to his players in such a predicament. It is a script of sorts, but we include only the necessities here... the gamemaster must still provide the circumstances. So, on to the scenery, or...

The Director's Cut

Vignette 1 *(City, Tavern, Paying for dinner)*

The characters have ordered dinner, knowing they cannot (or choose not to) pay for it, hoping to get away with it. One character, wanting to use someone else's money, asks to look for drunks to "roll." As the gamemaster, you must decide immediately if this is that kind of tavern, and, if so, how many drunks would be appropriate. If there are no drunks, say that. Let's assume there are two. You inform the player of this and he says, "I want to pick one's pockets!" You immediately know this requires a Percentile Roll, more specifically, a Proficiency or Skill Roll. You should say this:

"Make your Pick Pockets roll." You may want to add an adjust to the character's percentage because the victim is drunk, or give a penalty because of the heavy security of the tavern.

The player rolls and either does or does not make his percentage. If he does make his roll, you must immediately know how much money the character obtained. This can be done by random dice rolls, or you can simply pull a number off the top of your head. Both ways are equally valid.

If the character does not make his roll, you must immediately decide if the victim (or anybody else) noticed. If not, the character can attempt again with a new Percentile Roll. If somebody did notice, you must immediately decide what actions are taken by those people. Many a barroom brawl has erupted from this activity.

In this same scenario, characters might also try to deceive the tavern owner into believing their money is upstairs in the room, then slip off into the night. There is a percentage for doing just this, but most tavern owners have strict policies concerning payment up front, and you must decide how successful the character attempting the deception must be. You should say:

"Make your Deception Roll." If the roll is successful, you can roll the tavern keeper's Wisdom Roll. The character may have been quite convincing, but if the tavern keeper makes his Resistance Roll, it wasn't convincing enough.

Finally, the characters may end up washing dishes for a week, or in jail for the night. It is, after all, your decision.

Vignette 2 *(City, Tavern, Barroom Brawl)*

Regardless of how it starts, a bar fight can be a wonderful change of pace. This is handled exactly as combat, with the addition of such weapons as chairs, tables, mugs, kegs, and other tavern furnishings. As gamemaster, you must immediately decide how many of the tavern's guests will fight, how many of them are sober enough to do a good job, and how involved the tavern's owner and security will become. Some taverns expect this kind of behavior on a regular basis and just buckle down to cope with the bad weather, so to speak.

It is probably a good thing to discourage the use of weapons in a bar fight. Bar fights are essentially entertainment, not life-or-death combat.

Some characters may actually pull weapons at this point. Remember that a Combat Cycle only takes five seconds. For Old-West shoot-outs at point-blank range, that is plenty of time, but it takes about that long to stand up, pull a weapon, aim, and attack when starting from a seated position (try it). Again, it is your decision. If a character chooses to pull a weapon, you are fully justified in allowing the drunk the first attack. Say this:

A large part of gamemastering is knowing when to be humorous and when to cease all facetious action. Bar fights are fun and can be laughed at. Struggles of life and death are serious and need to be treated that way.

"By pulling your weapon, you have forfeited any initiative you might have had. The big man at the bar punches you right in the face while you are struggling with your weapon. You suffer 13 points of Damage. It's your turn," and smile evilly, teaching your new players to hit, then draw.

The rest of the brawl is straight combat: Proficiency or Skill Rolls and Parry Rolls. Be creative... remember that, in a bar, throwing a table at one character does not mean that the table stops at the character. Three others could easily be hit by the character, the table, or both.

Assign Damage as you feel it needs to be given. One note, however: Do not kill a character in a bar fight. Typically, bar fights are just a break in the monotony of bug-eyed-monster hack and slash. Few people actually die in bar fights, but most wake up with quite a few bruises and killer headaches.

Vignette 3 *(City, General Store, Stealing stuff)*

This happens all the time, no matter what playing module you are using. Small items which can be pocketed or easily concealed require only a Proficiency or Skill Roll against a character's Klepto-Concealment percentage. Adjustments can be added for lax or strict security. So, you say:

"Make your Klepto-Concealment Roll (at plus or minus this)."

If the roll is successful, the character gets away with the merchandise. If not, you must immediately decide why not. Is it because the character fumbled while concealing the item, drawing attention to himself? Is it because a child nearby starts yelling, "You're a thief! You're a thief!" You must have an explanation ready instantly.

Vignette 4 *(City, Casino, Gambling)*

Remember that thieves and pickpockets abound wherever money changes hands. Characters might have their own money stolen at any time. Casinos might also rig their gaming tables. Feel free to flip a die to give box cars or snake eyes, spelling doom to a character's pocketbook.

There are several ways to do this. You may actually want to play this out, if your players agree to a brief halt in the game ("brief" meaning anywhere from fifteen minutes to two hours). Pull some cards out of the drawer and play some Black Jack (Poker takes far too long), or set up a craps table with a pair of standard dice. These two games will occupy only a little space on your gaming table, but can afford your characters many money-making opportunities. It is even self-governing. Have one player be "the house" while the others play against him. This gives you some breathing room, during which you can speak to players privately concerning the adventure or special information they may have overheard. Never let gambling run longer than you want, nor let the characters win more than you want them to have.

Vignette 5 *(Forest, Jumping the stream)*

A Stat Roll consists of rolling a given Stat Die and rolling under the character's Stat total.

As the gamemaster, you can decide what Statistics are used during a feat of physical or mental prowess. "Make a Dex Roll." "Make an Intelligence Roll." "Make a roll against your Strength and Dex. You have to make both of them." These are common Stat Rolls.

A character comes to a stream in his way. Instead of trudging through the water or walking around, he says he wants to try to jump it. There is no defined roll for long jumping. Use a Statistic Roll or two. If it is a narrow jump that anybody could make, say this:

"Make a Dexterity Roll and a Strength Roll against your Strength Total. At least one of the rolls must be successful." You may adjust with adjustments for the character's size... a Gnome will have a smaller chance of jumping a creek than will a Kaynyn.

If the jump is longer than what you consider safe, say this:

"Make a Dexterity Roll and a Strength Roll against your Stat totals. Both rolls must be successful."

If both rolls are successful, the character made the jump. If not, the character falls short, somewhere in the middle of the stream, and is wet from the feet up. Or from the waist down. Or is underwater. Whatever.

This same series of rolls is used for other situations: attempting a complicated attack maneuver (successful DX and ST Rolls in addition to a successful attack percentage), forced marches (at least one successful ST and/or CN Roll), creating a new weapon (successful IN Roll and successful smithing Skill Roll), etc. Remember, if something comes up that doesn't have a roll associated with it, use a Statistic Roll.

Vignette 6 *(Dungeon, Killing the monster)*

Although this is straight combat, there are things you must keep in mind. Combat makes noise. Noise attracts other monsters. Some monsters have special attacks. Some monsters get more than one attack per Combat Cycle (many of them get three or four, and not all of them need be against the same opponent). Attacking a monster in the place he calls home typically means taking on its family and friends as well. Typically, though, you just say this:

"Roll your initiative." This decides who goes first.
"Make your Proficiency/Skill Roll." This determines if he hits.

You can then make Parry and Attack Rolls of your own. The process repeats until either the monster (and all his friends) has run away or is dead, or until the party retreats or is dead.

This might also be considered a section on failure in general. What if a Fighter swings his sword so hard and fails his roll so badly that the sword flies out of his grasp? There is a percentage for that similar to the one for spellcasters. Use the same method. Get the number by which the Fighter missed his roll. If your Percentile Roll is under that number, the Fighter loses his grip on the sword and it flies off against the wall or into another opponent or friend. If not, then he keeps fighting. Don't get too ticky here, though. Combat can be tedious enough without this additional roll. If you don't like it, don't use it.

Vignette 7 *(Dungeon, Casting a spell, Dealing with a failed roll)*

The spellcaster failed his Proficiency Roll to cast his spell. First ask the player how badly he missed the roll. In other words, how far off was he? Now roll percentile dice to determine if the spell just fizzled, doing no harm to anybody, or popped, causing a backfire of Damage or warped spell effects. If the roll is over the percentage by which the spellcaster missed his spell, the spell merely fizzles, the spellcaster loses the Spell Points and Damage Tolerance for the attempt, and play continues. If, however, the roll is under that number, a pop occurs. This means one of three things: the spellcaster takes full damage from the spell, the effects of the spell are transferred to the caster instead of the intended victim, or the spell affects the victim or someone else in an unusual or unpredictable way. These random effects are left to the gamemaster's discretion, but can include things like a loss of all spell points or the spellcaster turning fuchsia for a half hour.

Vignette 8 *(Corridor, Firing a weapon, Dealing with a ricochet)*

Some weapons fire projectiles or beams which can ricochet or reflect off walls in a corridor. A good rule of thumb is to roll for every ten shots fired. Just like the spell example above, if you roll over the miss, the shots deflect harmlessly off the wall. But, if you roll under, you must decide, either by reasoning or a roll of the dice, who gets hit and for how much damage. The "who" could be a party member or the bad guys. The damage can either be considered minimal (5 points or so), or determined with a die roll as if a solid hit had been scored. It is entirely up to you.

Once characters achieve PCAs over 100 in most of their Proficiency Slots, you should start convincing them to retire that character and start a new one. Unbeatable characters are not fun to gamemaster because they require such large opponents, dragons and gods and the like, even though these opponents have never been used before. Story continuity suffers and play begins to get boring.

Vignette 9 *(Dealing with PCAs over 100)*

This is a necessity to consider. Some characters will eventually have PCAs over 100%. Here is an example of what to do:

A character has a 135 PCA to hit the troll, minus 30 for the troll's DAP, so, a 105. First, the character makes a Percentile Roll for his Proficiency or Skill. If the roll is up to 99, his percentage is met and his attempt is successful. If, however, he rolls 00 (100), he must then roll the Percentile Roll again and roll under 5 (105-100=5). If he makes it, the hit is successful and combat continues. If he rolls over the 5, the character misses and you can roll a failure or whatever.

A final note:

It is not your job to kill every character that is created in your world. Indeed, it is not your job to kill anyone. Yours is the tedious position of balance, creating situations to afford your players a few hours of fun and escape from the mindless tedium of the everyday. Yours is the responsibility to create a world in which danger lurks around every corner, but is only encountered around every other corner. Remember, not every night needs to be interrupted by an attack from the south of

crazed grizzly bears in heat, nor does every meal need to be poisoned. Provide interesting motifs for your stories besides just making money. There was a time when emphasis was placed on just the recovery of the stolen plans, or the rescue of the princess. Not every adventure needs to be deep cover espionage or dungeoning or sci-fi bug-hunts. But, if that's what your players want, it is your duty to provide that for them, or seek out new players.

Now, all this is good information, but how do you create the situations required for all of these vignettes to occur? You need to build a world, a place for your players to live and breathe, to fight and laugh and enjoy mutton, lettuce, and tomato sandwiches. It sounds like a colossal undertaking, and, indeed, it is one, but the steps involved are simple and your world, like a vast castle, can be built one stone at a time, or...

How to Build Rome in a Day.

I subscribe wholeheartedly to the "make it up" theory of creation. Spending time on maps is not a bad thing, but drawing maps does not create a reason for being. The map, after all, is just a representation of a place. The people are not on the map, nor are the legends and folklore. Sure, make a rough map first, to give you an idea of what the people have to work with, but make the village in detail after that, letting the final detailed map come last.

There are two schools to which gamemasters subscribe when planning a world- the school of logical technicalities and the school of fantasies. The best worlds are those developed with a balance of both. There are also two ways to build a world. The first is to plan every detail in advance, every town, every tower, every mountain, every waterfall. The other is to make it up as needed, keeping good notes on names and places and relationships mentioned for further construction. Because of the limitations of space and attention span on my part, we will work with the second idea in this text.

Start small. That's the best advice I can give. Develop a one-horse town, populated by one race with which you feel comfortable. Humans are always a good first choice because there are no unknowns involved. It is easy to picture a medieval peasant village (not trying to put down the peasantry, but the upper class lived in towns and castles and we don't want to get into that yet), maybe 100 inhabitants, supporting not just themselves, but their lord as well. Houses are wood and thatch, simple materials easily found in the countryside. The staple grain is wheat, bread being a large part of any meal. Maybe beef is available, but not in the quantities we are used to. Chicken and other poultry is common, as is venison or rabbit. Here is a list of some of the things you need to provide for your villagers based on the above account:

Shelter
Food: Poultry, Venison, Bread, Vegetables
Fresh Water
Clothing: Animal skins, Woven garments, Knitted fabrics
Commercial Product (for their lord)
Religion

Where did these names come from if the rest of the world doesn't exist yet? I made them up! I keep a notebook in my dice box full of the names and relationships of people I make up. Later, when I have time and the need, I create these people and places, starting small, and building until I'm done.

Keeping these things in mind, let's create Evergreen, a small village on the edge of Dormerwood Forest, in the estates of Lord Valdren, vassal to King Kilgagen.

Lord Valdren provides the initial shelter, a large common house located near a tributary of the great river Lomilkagen, until the inhabitants can set up their own permanent residences around the common house.

How do I know how long it takes to build housing for thirteen families? I don't. There are, however, many resource materials available. Go to your public library and check out anything by David Macaulay. Read up on ancient civilization and how things were built back then. There are good histories... ask a teacher, professor, or librarian about what to get. They will all be glad to help you.

Timber and thatch are abundant this close to Dormerwood. The workers spend a month setting up their homes while the women and children work the fields, preparing them for planting, using donkeys and mules purchased with credit from Valdren against the first three seasons' crops.

The village is completed. Spring is still clear, though windy. New clothing, made from the skins of the deer the hunters kill for food, is shared among the families, thirteen in all.

The next large building constructed is a church dedicated to the kind god of agriculture in reverence to his generosity and gentle nature. A young Cleric from the city of Kagenmoor has come to officiate and teach. The children too young to work are cared for by the church and some are taught to be acolytes, increasing the strength of the church.

The young Cleric, Hartwell, suggests the construction of a trough to carry water from the tributary to the center of the village, where all could share without the walk from the village to the embankment. This is done, using carved logs and sun-baked clay for the trough itself, and a small mill is built at the trough inlet to pull the water to the trough and to mill the wheat which is being harvested for the first time. Hartwell also speaks to Valdren and convinces him to allow this first harvest to go untaxed to allow the farmers a chance to make a more profitable harvest next year. With this success, Hartwell sees a noticeable increase in the congregation at the next week's services. The people have accepted him as their religious leader and financial advisor.

After these first ten months, the village has increased only a little in size. A dwarven blacksmith from Kagenmoor has moved to Evergreen, smithing plowshares and other equipment as needed. At first, the human populace is cautious, even paranoid, to have such a strange creature living in their small town, but his goods are well made and affordable. He even invents his own harvesting blade, called a sympuku. The village is proud of him and accepts him and his small family, a wife and two children.

Having a local blacksmith has its advantages. Most importantly, a blacksmith can make swords and knives for the first adventurers! Why dwarven? Why not?

The fields have been more generous than first suspected, and the villagers have had no problems paying their debts and taxes to Lord Valdren, who in turn is favored by the King. Valdren is invited to the King's vacationing palace at High Point for a month during the balmy summer. Valdren shares his success with his villagers by decreasing the remaining debt by half. The villagers hold a small festival in his honor and are surprised when Valdren and his family reward the village with their presence.

During the summer, many boatmen stop by Evergreen on their way to the great river. The central hall, until now used only for village meetings and story times, is converted into a small tavern and inn, known up and down the tributary for its large rooms and quality foods, including a particular liquor distilled from the rye grains harvested on the river. Times are prosperous in our village, but, as the years go by, some of the children grow restless. They yearn for travel and adventure. It is time to build a legend:

"A long time ago," says the old storyteller, "before Valdren was born, an elven king ruled these lands. He conquered all the forest people and they all paid him tribute in the form of gold icons and precious gems. He hid that wealth in a series of caves on the banks of the great river. Then, quite mysteriously, the elven king died, and his brother, a half-breed human, took the throne. He sent many men looking for the treasure, but it was never found. Many people since have looked for those caves, but they always return empty handed, if they return at all."

How did I know this history? I didn't! Again, I made it up. I'll keep track of what I say and where things need to be in my notebook. Your players need never know that everything isn't planned in advance.

Some elementary geography: rivers typically flow toward the equator of round worlds; tributaries enter from the sides and further from the equator. Where there is a forest, there is a large body of water, either nearby or underground; natural waste was typically disposed of in large pits dug outside of town and covered from time to time with lime.

Okay, so much for the creation of Evergreen and the surrounding territory. Let's draw a verbal map of what we have:

A tributary to a major river, large enough for cargo boats
A large pine wood forest providing timber and wildstock
A central building large enough for thirteen families
A church
The houses of fourteen families
One mill
One blacksmith's shop
Field crops large enough to feed fourteen families, pay the tribute to Lord Valdren, and maintain a tavern
Poultry and livestock for the same purposes
A distillery

That's quite a bit for only thirty minutes of typing.

The next step is to create the caves. Yes, they do exist, and your players' characters, fresh off the farm, are going to find them, and the dread creatures which guard them, or...

Into the Breach!

How did I know this? I made it up! What about the quarry? Well, I needed a deep hole in the ground to base my cave system on. A quarry is a big hole in the ground. The equipment is there to make it more realistic.

The first thing we need is the river that the tributary leads into. It's a large, meandering thing, like the Mississippi, heading almost due south from the tributary's outage. Following the bank southward leads to an abandoned marble quarry. When the adventurers search the area, they find that several bushes clumped together effectively hide a caved-in entrance to one of the shafts. Within is found some old mining equipment: picks, spikes, an old broken lantern. The sound of water dripping can be heard if listened for.

The shaft continues downward at an easy slope. The smell of ammonia is detected, faintly at first, but more strongly as the adventurers continue.

Just for the effect, it is nice if the sky seen through the hole in the roof is the night sky, but the sunshine may be a nice relief from the dank darkness of the cavern. It's up to you.

The cut mine gives way to a natural cavern after several hundred yards. The smell of ammonia is almost stifling. Around the cavern echoes a persistent flutter, broken intermittently by an occasional high-pitched screech. There is a breeze, and the sky can be seen through an opening in the roof above.

The rustling from above is from a colony of bats who have made this cave their home. The ammonia comes from the mounds of guano accumulated on the cave floor. If any party member tries to attack the bats with a shot from a bow, all of them will panic, some exiting through the roof, some through the passage the adventurers have just exited. Some of the bats may even attack the party in their panic to leave the cave. If anyone in the party attacks back, they will undoubtedly kill some bats, but by swinging their swords in such a confined space, they may also hit each other. The best thing to do in this situation is to tell them to lie flat and let the bats fly over them. If they still want to fight, assume the bats have the following Statistics:

Damage Tolerance: 16
DAP: 30 when flying, 0 when clinging to a victim
Attack PCA: 100%
Attacks per Combat Cycle: 3 bites
Damage per Attack: 1d10

Here's your first combat. Tell your party, "The bats attacking have initiative due to surprise. Anyone not lying down will be attacked." The bats land on the characters' chests, grab them by the shoulders, and bite at their faces. You need to roll against each character's DAP to see if the bats actually hit the character for damage. To do this, subtract the character's DAP from the bat's PCA. So, a bat attacking a person with a DAP of 50 has a 50 PCA (100-50=50). Roll your Percentile Roll. If the roll is 50 or under, the bat was successful and bit the character's face for 1d10 points of Damage. You can also assume that the bat's other two attacks were successful as well and tell the character to remove 3 points from his Damage Tolerance. This is done for each party member standing. Then the party gets to attack. Tell them to make their Proficiency or Skill Rolls at minus zero, as a clinging bat's DAP is zero. They roll and, if successful, will almost certainly kill whatever bat they hit. If they are swinging at bats in flight, however, they must subtract 30 from the PCA, because a bat's DAP in the air is 30.

The Statistics come from the "Monsters" module in this book. When building a combat sequence, Statistics for all opponents need to be close at hand for your easy reference.

The Initiative Cycle:

(1) The party members declare what they will do if they win initiative.

(2) The party rolls 1d10 and you roll 1d10. Add Adjusted Initiatives all around. The lower number wins. If it is a tie, roll again. If the party wins initiative, their declared actions occur. If the opponents win initiative, their actions are taken and each party member has the option to complete their action or do nothing.

(3) The Combat Cycle ends and both parties return to Declaration of Action.

After one minute (12 Combat Cycles), all the bats are gone and the party can move safely into the cave. One of them trips over a long, metal object. He picks it up and discovers it to be a sword. It is not a very good sword, but it is a sword none the less. If anyone in the group has smithing or metallurgy as Skills, they can determine the sword to be made of metals found only to the north, where the trolls live.

Okay, that's enough of this scene. Let's look at what we have so far:

A river
An abandoned quarry
An extensive series of caves
A single sword from the troll-infested north
More unexplored caves

All of this leads into another story. No longer are we dealing with an elven king's treasure, but the very real threat of attack from the trolls. Or the stockpiling of arms for a coming war. Or an actual troll come from the north into these areas to rape the fields and pillage the women. If the adventurers continue on, will they find a connecting passage? Will they find a troll, or just more bats? I've started this; it's for you to carry on.

Remember that natural caves do not run straight, nor are they necessarily smooth. When describing these places, use texture words: rough, smooth, worn, cut, slimy, encrusted. There are quite a few adjectives out there.

I will say now that caves and buildings need to be mapped, if only roughly, before your players begin. Details can always be added later in the description or with the elaboration of the map. And even a map is only pencil and paper... change it if you want.

The biggest thing to remember is that you must decide all things. Never let anything happen unless you want it to happen.

Now, we need to put all this together and give you an idea of how to build your own adventures, or...

Quiet on the Set!

Starting an adventure is probably the hardest part of gamemastering. How do the characters know each other? How did they meet? Why are they banning together? What is the motive for each of them?

First, you need a storyline, however vague. You need to know that you want your characters to go from here to there. This is the goal. Between here and there, you need to place certain obstacles for your characters to negotiate and master. These are called objectives. The difference is that a goal is the final attainment, after which comes rest and training. Objectives are like little goals, sign posts on the way to the goal, and they can be conquered with strategy and thought, and usually a lot of combat.

So, where, exactly, is "here?" Your characters are in a town, let's say Evergreen. They've just returned from the cave and have told the elders of their suspicions and brought the sword as proof. That's "here."

"There," then, must be somewhere else. A good first goal for these starting adventurers would be a scouting mission to the north to prove to the disbelieving elders that the trolls are mounting an attack. Their goal is to scout the north for proof and return with such proof. So, "there" is back in Evergreen with proof. That qualifies.

Now, we need to set up several objectives for the adventurers to pass through before obtaining the proof. The first objective might be their travelling through the woods to the main road northward, a journey of about a day and a half by foot (we assume the village can't afford to give them horses). The first night is a minor objective on the way to obtaining the first objective of the main road. Perhaps a small band of goblins is hunting the woods that night. The adventurers can fight them or run away or stay very quiet. It's up to them, but be ready for any contingency: have a small band of goblins in your notebook, ready to fight.

The next day brings them to the main road just before dinner. It is time for you to decide how well travelled this road is. Are there any other travellers here, camping for the evening? If so, are they friendly, hostile, or just tolerable? If your adventurers have any money, can they bargain with these travellers for goods or horses? In which direction are they travelling? Can the adventurers travel with them as far north as they are going? Could there possibly be some kind of romantic interlude with several of the caravan's members?

Day Three puts the adventurers at a small town, larger than Evergreen, with weaponsmiths and armourers, a tavern, general store, and jeweler. Rumors abound in the tavern of a raging fire in the forest to the north. Tales of twisted corpses stealing babies and livestock chill the blood of the locals. How long will the party stay here? What will they learn? How much of it can be depended upon to be accurate? Can they get help here from a non-player adventurer?

Day Four leaves the party in the forest again, this time without the comfort or safety of a caravan. Their campfire burns high and bright, casting vibrant shadows across the dark and strange landscape. By now, they will believe the trolls to be burning the forest southward, forcing all inhabitants out.

That night, they are attacked by a band of goblins led by a rather ferocious, if dim-witted, orc. They survive (you may need to plan this carefully so that they feel a good fight has been had) and are able to capture the orc. He reveals that the fire is merely a diversion as the trolls build their armies to the west, on the banks of the great river, stockpiling arms in hidden places at night, waiting for the right time to strike.

With this information, the party returns the way they came (or, maybe they continue to attempt ending the uprising on their own... try to convince them not to do this by using the orc to greatly exaggerate the number of trolls and orcs and goblins involved), leaving their non-player comrade at his home town to give them the news.

You can always start out, "...and you wind up in this bar...," but that only works so often, then it becomes cliche (as if it weren't already). So, it is best if you can let your players decide how their characters know each other, why they are there, and why they are banning together.

A word concerning non-player adventurers: It is sometimes necessary to offer a Non-Player Adventurer (NPA) as a guide and maybe even strong arm or healer. Although I seriously believe in letting the party handle things themselves, beginning players may not quite get the hang of things their first time out. Give them a little direction.

There may be more evidence you can throw at the party... the actual site of a stockpile, more goblin prisoners, ready to talk. These things are for the gamemaster to decide, and he must decide them right now. He must know these things right now.

The party returns to a celebration. Lord Valdren has come at Hartwell's request to officiate at the new harvest. Can the party convince Valdren of the urgency of their news? Will he respond with understanding or mockingly, laughing at the wild notions of some young upstarts?

Luckily, a messenger arrives the next day with news from that other town, stating that several stockpiles of weapons have been located upriver several miles. Valdren is requested to go before the king and ask for troops.

Lord Valdren apologizes to the adventurers for not believing them. He acknowledges their bravery and offers them positions in his guard (whatever) where they could train and prepare for the attack on the trolls.

Let's review:

(1) Starting Point
(2) Objectives
(3) Escape Route
(4) Goal

The starting point is always going to be wherever your characters are when you begin play. Always have that information ready, either in your head or in your notebook.

There should be at least two objectives between the starting point and the goal. This makes the trip interesting and gives your players practice at decision-making and dice-rolling, and it gives you practice before the big conflict at the goal.

Now, I have quite a bit to say about escape routes. No objective, not even the goal, should be inescapable. No supernatural or external forces should be required for the characters to complete the adventure. You'll notice that in each forest encounter, the party could run or fight. They always had a way out if they were too tired or wounded. Their survival should not depend on a successful assassination by the shadowing agent or Godcall or sudden teleportation off-world. The goal, once attained by mere mortals, should be left to the mortals to complete. Don't treat your players' characters as puppets in some bizarre, twisted ego-trip of yours. If they accomplish each objective and attain the goal, let them also have a way out.

Don't set your players up for failure.

Finally, have a challenging goal at the peak of excitement, but don't make it unattainable. Look at Stonehenge or Mount Rushmore. These things sounded impossible when first designed, but here they are, built by mere mortal humans out of the living rock of Mother Earth. And in your world of illusion, anything is possible. True, you may need to give clues as to how to pull the jeweled eye out of the living skull of Kryl the Conqueror, but you'll be able to handle it.

The rest is up to you, again. You have the knowledge, you have the creativity. Go for it!

After every adventure comes a period of rest and training. This involves character maintenance and the distribution of earned Adventure Points. There are several ways to do this and we'll discuss all of them in this section entitled...

The Thrill of Victory.

Although character maintenance is discussed in its own section with character creation, you need to know something about Adventure Points in order to give them. Each opponent, each objective, and the goal, as well as how well the players run their characters and muddle through your riddles, everything has an Adventure Point value set on it. These Adventure Points are used by the players to increase their characters' Proficiencies' and Skills' PCAs. There is a formula for them to use to determine how much they advance, and you will see that the formula restricts high-level characters from advancing too quickly, while lower-level characters earn respectable percentages rapidly, allowing them to go after the big prizes soon.

Here's the formula in steps:

Step 1: Determine Total Adventure Points

Step 2: Divide Total Adventure Points by the number of characters

Step 3: Each character gets his share of Step 2, called Improvement Points, or IMPS.

At this point, the player takes over. He takes those points in Step 3 and does some more division:

Step 4: Player divides his IMPS by his Character Level to attain Character Improvement Points, or CHIMPS.

Step 5: The CHIMPS are divided into two categories, Proficiency Improvement Points (PIMPS) and Skill Improvement Points (SKIMPS). The player can devote as many or as little as he likes to each category, but he needs to realize that more division is yet to come.

Step 6: The SKIMPS are divided by the character's Primary Competency Level. This is now the number of Skill Levels the player can use to increase the character's skill percentages.

Step 7: The PIMPS are divided by the character's existing number of Proficiency Levels. This is now the number of Proficiency Levels the player can use to increase the percentages in his Proficiencies.

Method One: You can use the formula above exclusively. So, your initial number of Adventure Points for a given adventure will probably be rather large. Don't panic, the number decreases rapidly inside that player's formula. It seems, then, that determining Adventure Points is rather simple- just add all the monsters' Adventure Points together and throw in a few extra for objectives. Okay.

For monsters and opponents, there is a formula listed in the "Monster" module for determining a single monster's Adventure Point Value. For objectives and your players' roleplaying skills, we're dealing almost exclusively with gamemaster's discretion, and that's tough to explain.

Gamemaster's discretion is the ultimate foolproof. No one can argue with your discretion because only you know how difficult a certain situation really was. So, how do you decide what to give? A good rule of thumb is to give at least an extra third as gamemaster's discretion. This makes your initial number look even larger, but divided by the number of characters, then their respective levels, then among their Proficiencies and Skills and you have much smaller numbers than those with which you began. Which leads us to our quandary:

There comes a time when your players have characters of such high level that they only obtain one Proficiency Level from an adventure, based on the players' formula. This calls for a change in method.

This is not always the most popular method with players, but it is sometimes the most beneficial.

Method Two: After completing an adventure, you can choose to assign Proficiency Levels and Skill Levels to each character. This means you pick a number of Proficiency Levels and Skill Levels to give each character. This assures two things- first, that Proficiency and Skill Levels are increased only in the areas you want increased; secondly, you can improve a character as you feel they need to be improved. Using this method, you can give as many Proficiency Levels and Skill Levels as you like, thus insuring the character's improvement.

Method Three: Using a combination of Methods One and Two seems to be the most fair once you have established a personal gaming style. This allows players to build their characters as they want and allows you to fine-tune them to your world and your gaming style.

Sometimes, though, you can't always sit around in your living room. Or, your friends don't live in town. How can you play across such distances? Here's our answer, or...

Playing by Wire- *Legendmaker* on the Internet.

Anytime a game is played remotely, by snail mail, e-mail, IRC, telnet, webchat, whatever, the gamemaster and players must trust each other for almost everything, but dice rolls in particular. Play can become extremely tedious and frustrating because a player wants his character to do too much at once, or nothing at all too often. These players should be coaxed into line, or dropped. That sounds rather cruel, but it is for the better of the game.

Running a *Legendmaker* game on the internet is fairly simple if you know what you're doing, If you don't, read on and you will. *Legendmaker* character sheets are available in Adobe Acrobat format from the *Legendmaker* worldwide web site at: http://www.chaos-enterprises.com/legendmaker/.

Acrobat pages can be read and printed using the Adobe Acrobat Reader, free from Adobe and available all over the net. The printed character sheet can then be scanned and saved as a JPEG, or edited using Adobe Acrobat software and returned to the gamemaster by e-mail. The advantage of this is that the gamemaster can instantly look at your statistics should he need to compare yours to another characters'.

Play by E-mail... Send to all.

I'm going to deal with Play by e-mail first, since most people with internet access have an e-mail account and an e-mail client program. It is also one of the simplest things to do.

First, you advertise to your friends that you want to run a *Legendmaker* game. They will need to send their characters' statistics to you by e-mail... this will take some typing, but it will save much trouble in the future. From the moment they e-mail their statistics to you, you are in charge of the statistics. Any changes must come from you.

It is extremely important for all the players to check their mail on a regular basis for two reasons: first, the gamemaster might have something special to tell just the one player; second, other players may have something to tell the one player, or all players, trying to organize the party. This isn't a bad idea, but keep in mind you have a limited amount of time in which to work.

Second, set up the storyline by writing the introduction and sending it via e-mail to your players. It should include story background, hints of what is to be done, and a reason for all the characters to be in the same place at the same time. At the end, you put your request for their actions. They should provide at least three alternatives for their actions, just in case one does not mesh with the story. Finally, you should place a request that all e-mail responses be supplied by a certain date... don't say, "In three days," because someone might not check their mail. Usually, five days is plenty for e-mail... if today is the third day of the month, request responses by the eighth.

After you get all responses in, it is your job to shuffle through them, deciding what happens and how fast. This means you are in charge of initiative, damage, etc. You flesh out the story on your end, then compile the first installment of your story. It contains all the actions made by your players' characters. It should read like a fantasy or science fiction story, with dialogue and action and romance.

Now you add reactions and supplemental hints and story, asking at the end for character responses. This installment is sent back to all players, with a request for responses. The process continues until the story ends or you grow tired.

Yes... a whole novel can be written this way, though it will require quite a bit of editing: dialogue and action are being written by several different authors and need to be rewritten into a cohesive, flowing text.

Internet Relay Chat (IRC)... Loving the lag.

IRC allows real-time communication around the world. One advantage of IRC over e-mail is its speed. An entire game can be played out in one session of IRC, whereas it might take weeks to play the same game through e-mail. Another advantage is the ability of most IRC client software to have multiple conversations going at once. This creates a unique setting for play that usually isn't possible in a "live" game in the living room. Private messages can be sent between the players and the gamemaster that are truly private. Descriptions can be written and sent to just one or several players. Here's how it's done.

First, the gamemaster must receive character information from each player. This is best done through e-mail, but can be done on-line through private messages or DCC.

The gamemaster needs to set up an IRC channel as a meeting room. Give it a unique name with a topic mentioning that you are setting up a *Legendmaker* FRP channel. This channel is where you will meet your IRC friends and make new ones. Some of these people will become players. The catch is this: this room is for socialization only. No roleplay goes on here. It is a place to meet and greet only. The real roleplaying takes place in a separate room.

After the players and gamemaster become comfortable with IRC, there are several things one can do to make the game flow faster: the channel can be made private, or available by invitation only, or even invisible so no one can see... they just have to know it's there. In moderated channels, only those users given a voice by the operator can speak in the open channel, making it easy for the gamemaster to "listen" to a leader. These are all things that must be tried to be fully understood... so, go on... try it.

Gamemastering

There is nothing worse than waiting to start an IRC game because one player forgets to show. The gamemaster might want to e-mail all participants in advance, making sure they all know when and where to show up. "Where?" Yes, that's what I said. There are many different IRC networks. Everyone must be on the same network. Not the same server, mind you, but on the same network- Newnet, Efnet, Chatnet, DALnet, etc.

This second room, the roleplaying channel, needs a unique name, a topic describing which storyline is being followed, maybe who the gamemaster is, and any requests, like, "LM, Let's go in and do 'im! Waiting for Osryk..." This lets people know that you're playing *Legendmaker* (LM), that the party is ready to "go in and do" the bad guy, presumably where they left off last time, and that they are waiting for Osryk to arrive. When play begins, the topic might change to, "LM, Let's go in and do 'im!"

You might want to make the roleplaying channel a moderated channel, allowing only one or two people to speak in the open channel, preferring to keep external conversations outside the channel, either through private messages (/msg Osryk Go grab that jewel!) or through query windows (/query Osryk is the command to open a separate window straight to Osryk) or through DCC (this is done differently on different client programs). The gamemaster must have a voice, as does at least one player who might be designated party leader, translating all requests for the gamemaster.

The gamemaster has the really confusing role here. He must open the roleplaying channel, then as many windows as necessary to keep talking individually with whomever he needs to speak to privately. He may close windows when done, or try to keep up with private message commands.

Players be patient. The gamemaster has a tough job here.

Game play begins with the gamemaster setting the introduction in the main channel window for everyone to see. He might then spend a few minutes sending messages to individuals with information that only they might have (this can be supplemented with e-mail messages between games or through the transmission of text files during the game using DCC file transfers). What it boils down to is that the gamemaster must have everything ready to go, or be a very fast typist.

Now comes the question of dice roles. When something happens in *Legendmaker*, there is almost always a dice roll that can be associated with it. The question is this. Do you, as the gamemaster, trust your players to tell you their actual dice rolls or not? If you do, then, when it is time for the players to roll dice, just tell them what to roll and have them send you the results privately. If you do not trust your players, there are two alternatives. First, you can roll all the dice for them, asking them for their PCAs each time. This assures that no one will be, erm, uh, exaggerating their dice rolls. The second option is to build an IRC eggdrop bot that supports a randomization subroutine. An eggdrop bot is a small program supported by an IRC server that maintains the channel, greets people, sends messages... ask around on IRC, join a bot channel. Bots can do just about anything. What you can do is have someone build a bot that supports random number generation triggered by certain keywords. For instance, if you need a player to roll against his PCA, tell him to do so. He will type in a command to the bot like !PCA and the bot will randomly pick a number between 1 and 100, then print it to the screen... no chance for dice roll manipulation. Other keywords can be added: !POLE for pole arm damage, !LONG for long weapon damage, !LDIST for long distance weapon damage, !STAT for another way to access the 1-100 roll, the list can go on and on. The point here is to make the game as much like a traditional game as possible... getting the players involved in an interactive experience while you, as the gamemaster, try to keep up with their antics, providing actions and reactions... hopefully at the speed of light, granting there is no lag. Yeah. Right.

Telnet... Here's some MUD in your eye!

MUDs (Multi-User Dungeons) are plentiful on the net. You can use an internet search engine to find these. These Telnet servers have already been programmed with a storyline and different rooms. Players log in and create characters and play those characters within these rooms, interacting with other players. Some MUDs allow high-level characters to help in the creation process through simple programming subroutines that allow these players to create objects, their own rooms, or surprise action phrases. The easiest way to learn about MUDs is to join one. Once you've had the chance to play in a MUD, you'll have a huge player base and can pick and choose. Most telnet sites allow you to send private messages to a single person or, an advantage of telnet over IRC, a group of predefined "friends," allowing the gamemaster to set up groups of players for the purpose of sending messages. Most telnet sites also offer bulletin board postings and internal e-mail from user to user. Public gaming knowledge, like things that happen to the entire party between playing sessions, can be posted on the bulletin board for each player to read as he logs in, and the internal e-mail can be used to send longer private messages.

Talkers are exactly the same as MUDs, but without the cool settings already made. A telnet Talker is more like IRC than anything else, with the bulletin board and internal e-mail facilities of the MUDs.

Monsters

I never knew that someone so small could be so stubborn. Fig vanquished all the vague notions I had about gnomes. She refused to back down from any challenge, no matter how much bigger it was.

One night in particular, we were camped out in the woods. Fig and I had watch together. I paced around just outside of the light of the fire as the others slept. I heard a rustling in the woods and turned quickly to see O-dan, the Darkling's pet wolf, sneaking up behind Fig. I gestured to her, but she just stood stubbornly, arms crossed.

Everyone woke up as she screamed bloody murder, dangling like a helpless pup from the wolf's tender grasp. O-dan gently carried her back into the camp and safely deposited her by the fire.

Monsters

Gamemasters may notice that each monster has Stats, just like a player character. Well, some of these creatures are intended to lead into character races, like the Chiropteryx, the Osheanix, and the Saurian. Should you decide to allow a player to play any creature as a character, keep in mind that a balance of sorts needs to be maintained.

The only Statistic not listed for these creatures is Comeliness. The gamemaster should assign a Comeliness value if a player is allowed to play an alternate creature.

Now it's time to introduce the monsters, or...

Placing Your Bets.

Monster Conversions from Other Systems: Because there are so many books available containing highly detailed descriptions of monsters and other opponents against whom to fight, we decided to give some conversion guidelines for you to follow. Creature conversion should take only a matter of minutes. Here is our assumption: if a monster is humanoid, it will tend to fight as a human, that is, with fashioned weapons, armour, and styles. If a monster is more animalistic, its weapons tend to be natural. By this, we mean claws, teeth, horns, tails, etc. If a monster is of the humanoid variety, it will fight as if it had Fighter Proficiencies, and these Proficiency Levels must be designated by the gamemaster, for instance a troll with 5 Proficiency Levels in Long Weapons might fight with a sword instead of his fists. If he does so, he uses the same percentages as a Fighter character with five Proficiency Levels in Long Weapons. If the monster is animal, then its PCA is based on the following method:

Multiply the Monster's Level from its system of origin by 10 to get its Proficiency Levels.

Divide these Proficiency Levels by four to obtain Proficiency Levels in the use of its Natural Weapons.

Multiply this number by 2 and add to the Base of 45%, or: to simplify the entire equation down to simplest terms:

PCA = Monster Level × 5 + 45

Do not round up or down for any decimals you might encounter. Also, monsters using Natural Weapons do not get to parry, as parrying with Natural Weapons tends to dislodge parts of the defender's body.

To get a converted monster's Damage Tolerance, roll a d10 for each level of the monster. For an 8th level monster, you roll 8d10.

Legendmaker uses Defense Adjustments Percentages. To find this, compare the monster's armour to the *Legendmaker* Defense Adjustments and determine its DAP (this necessarily requires gamemaster's discretion). No armour is a DAP of zero. Natural armour like thick hide can be equated to leather armour, or a DAP of 15. Reptilian scales can be equated to studded leather armour or chain mail, or a DAP of 20 to 30. Hard armour plates can be equated to plate mail, or a DAP of 40.

If a monster has any resistances to magic, keep them, but use the Resistance formulae from the Character Sheets, substituting the monster's level for Character Level, and adding only gamemaster's discretionary bonuses, no Statistic Bonuses.

Monster Statistics are a little more arbitrary. Here are some words and their *Legendmaker* Statistic score equivalents.

For Strength, Constitution, and Comeliness: gamemaster's discretion, but be realistic.

For Intelligence:

Unintelligent:	Less than 1
Animal:	1-12
Semi-Intelligent:	13-24
Low:	25-40
Average (Human):	41-52
Very Intelligent:	53-68
Highly Intelligent:	69-88
Exceptional:	89-96
Genius:	97 and above

For Wisdom: IN +/- 1d10 unless monster's description states otherwise.

For Dexterity: Adjust speed for DX. This is primarily gamemaster's discretion.

For Size:

Small: Less than 75 pounds, and/or smaller than Human
Medium: 75-350 pounds, and/or Human-sized
Large: 300-2000 pounds, and/or garage-sized
Huge: 2000 pounds and up, and/or bigger than others

For Psionic and Natural Spell-like Abilities, use common sense and convert to *Legendmaker* Spells and Percentages.

Experience Point Value (or equivalent): is a segway into...

Monster Value Points Designation

Monster Value Points is the method we used to determine Monster Experience. Each monster is worth a number of points equal to all of its statistics added together and divided by 10 plus the Character Level assigned to the monster. We deal strictly in whole numbers. A monster's statistics are the following:

Age
Mass (in pounds)
DAP
ST
CN
DX
IN
WI
Damage Tolerance

Total ÷ 10 + Monster Level = Monster Value Points

Mass (in pounds): Yeah, that's right, pounds. We're Americans and we are not metric. We will never be metric in my lifetime, so we use pounds. If you don't like something, then change it. You won't hurt our feelings. We changed it, too... several times. Have fun!

DAP: This is the value of the creature's Defense Adjustment Percentage.

ST: This is its Strength value.
DX: This is its Dexterity value.
CN: This is its Constitution value.
IN: This is its intelligence value.
WI: This is its Wisdom value.

All of the above statistics may need to be assigned by the gamemaster.

Damage Tolerance: This is the monster's DT value.

Age: This is how old the thing is.

Character Level: Take the monster's level from its system of origin and use it. Multiply by 10 to get the Proficiency Levels.

Here is a "blank" monster form we used for writing our monsters and converting some of the others into *Legendmaker* standards.

Name:
Monster Level:
Age Range:
Mass:
DAP:
ST:
CN:
DX:
IN:
WI:
DT:

Average MVP:
Nightvision:
Speed:
PCA (Natural Weapons):
Number of Attacks (Natural Weapons):
Damage (Natural Weapons):

Description:

Ant, Giant (Worker)
Average MVP: 51
PCA (Natural Weapons): 60%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 1d10 - Bite

Giant ants are just that. These abnormally large ants travel in large groups (5d10 generally) and are in a constant search for food for the colony. A giant ant is extremely strong and can carry 6 times its weight in dead weight on its back.

Monster Level: 2
Age Range: 1 - 2 years
Mass: 60 pounds
DAP: 35
ST: 75
CN: 75
DX: 75
IN: 10
WI: 15
DT: 166

Nightvision: None
Speed: 180 feet / 5 sec

Ant, Giant (Warrior)
Average MVP: 54
PCA (Natural Weapons): 65%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - Bite, paralyzation or
1d10 - Poison Sting

These large, giant-sized ants are the protectors of an ant colony. They are found in large numbers protecting their queen. They also accompany giant worker ants on the search for food, though not in very large numbers. The poison sting of the giant warrior ant causes paralyzation of the victim if the stung person fails his resistance to this poison, or 1d10 of damage if he is successful.

Monster Level: 3
Age Range: 1 - 2 years
Mass: 70 pounds
DAP: 40
ST: 80
CN: 80
DX: 76
IN: 15
WI: 10
DT: 168

Nightvision: None
Speed: 185 feet / 5 sec

Ape
Average MVP: 113
PCA (Natural Weapons): 75%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - fist, 1d10 - bite

Carnivorous apes are the bigger, more aggressive cousins of the gorilla ape. These apes are very intelligent and have a fondness for humanoid flesh. They are generally very solitary creatures, though they might be found as leaders of gorilla family units. They are quick and agile and are rarely surprised in their own habitat.

Monster Level: 5
Age Range: 1 - 20 Years
Mass: 650 pounds
DAP: 20
ST: 80
CN: 80
DX: 70
IN: 25
WI: 25
DT: 168

Nightvision: None
Speed: 120 feet / 5 sec

Monsters

Monster Level: 1
Age Range: 1 - 3 years
Mass: 5 pounds
DAP: 30
ST: 5
CN: 10
DX: 90
IN: 10
WI: 5
DT: 16

Nightvision: None
Speed: 40 feet / 5 sec

Bat
Average MVP: 17
PCA (Natural Weapons): 85
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - bite

Bats live in dark, cavernous areas and in large groups in forests. They do minimal damage by a bite, but that bite can carry rabies (gamemaster's discretion). Each bite does 1d10 points of damage and the bat gets 2 attacks per Combat Cycle. While the bat flies, his DAP is a 30 due to its dexterity in flight, but, in order to attack, it must land on the victim, thus bringing its Dexterity down to 15 and its DAP down to 15.

Monster Level: 4
Age Range: 1 - 20 years
Mass: 400 pounds
DAP: 10
ST: 80
CN: 70
DX: 50
IN: 25
WI: 15
DT: 157

Nightvision: None
Speed: 120 feet / 5 sec

Bear, Common
Average MVP: 82
PCA (Natural Weapons): 70%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - claw, 1d10 - bite

The common bear is found in a variety of habitats and is an omnivore, though most prefer meat. These bears rarely attack unprovoked and when they do it is usually out of hunger or in protection of their young. The common bear will hug an opponent for an additional 1d10 points of damage per Combat Cycle if both claw attacks are successful. A hugged victim must roll under both his ST dValue and his DX dValue to escape the clutches of the bear. A hugged victim will take 1d10 points of crushing damage every Combat Cycle and is subject to biting attacks as well. There is a 50% chance that the bear will release a hugged victim if he is attacked by someone else.

Monster Level: 6
Age Range: 1 - 18 years
Mass: 600 pounds
DAP: 15
ST: 85
CN: 70
DX: 55
IN: 20
WI: 20
DT: 162

Nightvision: None
Speed: 130 feet / 5 sec

Bear, Grizzly
Average MVP: 104
PCA (Natural Weapons): 80%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 + 2 - claw, 1d10 - bite

The grizzly bear is found in a variety of habitats and is an omnivore, though it prefers meat. These bears attack unprovoked and will not back off from a fight until dead. The grizzly bear will hug an opponent for an additional 1d10 points of damage per Combat Cycle if both claw attacks are successful. A hugged victim must roll under both his ST dV value and his DX dV value to escape the clutches of the bear. A hugged victim will take 1d10 points of crushing damage every Combat Cycle and is subject to biting attacks as well. There is a 40% chance that the bear will release a hugged victim if he is attacked by someone else.

Beetle, Giant
Average MVP: 41
PCA (Natural Weapons): 60%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10 - pincers

Giant beetles are the bigger cousins of the common ordinary beetle. They are about five feet in length. Usually found in groups of 4 - 16 (4d10), they can be seen just about anywhere from caves to wandering in the forest to scavenging in the desert. Unlike their smaller kin, they do not scurry away when they have been sighted. Giant beetles are constantly hungry and are always looking for food. They do not normally rest in one place unless there is a constant source of food. As they crush and then grind their food with their mandibles, victims of giant beetles are generally unrecognizable. As their eyesight and hearing are very poor, giant beetle rely heavily on their feelers. There are some giant beetles that have strange defenses and attacks such as acid spray and smelly gases, though encounters with these have been extremely rare. Some species make excellent riding beasts for smaller characters.

Monster Level: 2
Age Range: 1 - 3 years
Mass: 80 pounds
DAP: 25
ST: 60
CN: 50
DX: 45
IN: 15
WI: 15
DT: 115

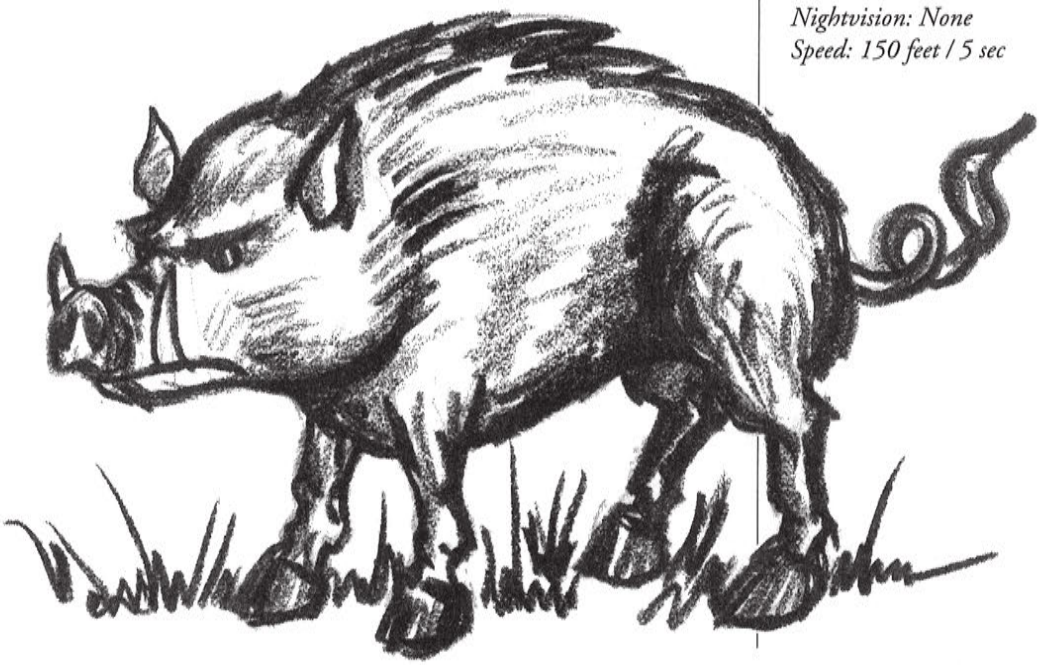
Nightvision: None
Speed: 90 feet / 5 sec

Boar, Wild
Average MVP: 63
PCA (Natural Weapons): 65%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10 - tusks

These wild pigs are ferocious and will fight to the death once engaged in combat. They attack by rushing at their target from a distance and gouging with their sharp tusks. They roam throughout forests with heavy undergrowth and in thick brushy areas.

Monster Level: 3
Age Range: 1 - 6 years
Mass: 300 pounds
DAP: 15
ST: 55
CN: 60
DX: 50
IN: 10
WI: 10
DT: 127

Nightvision: None
Speed: 150 feet / 5 sec

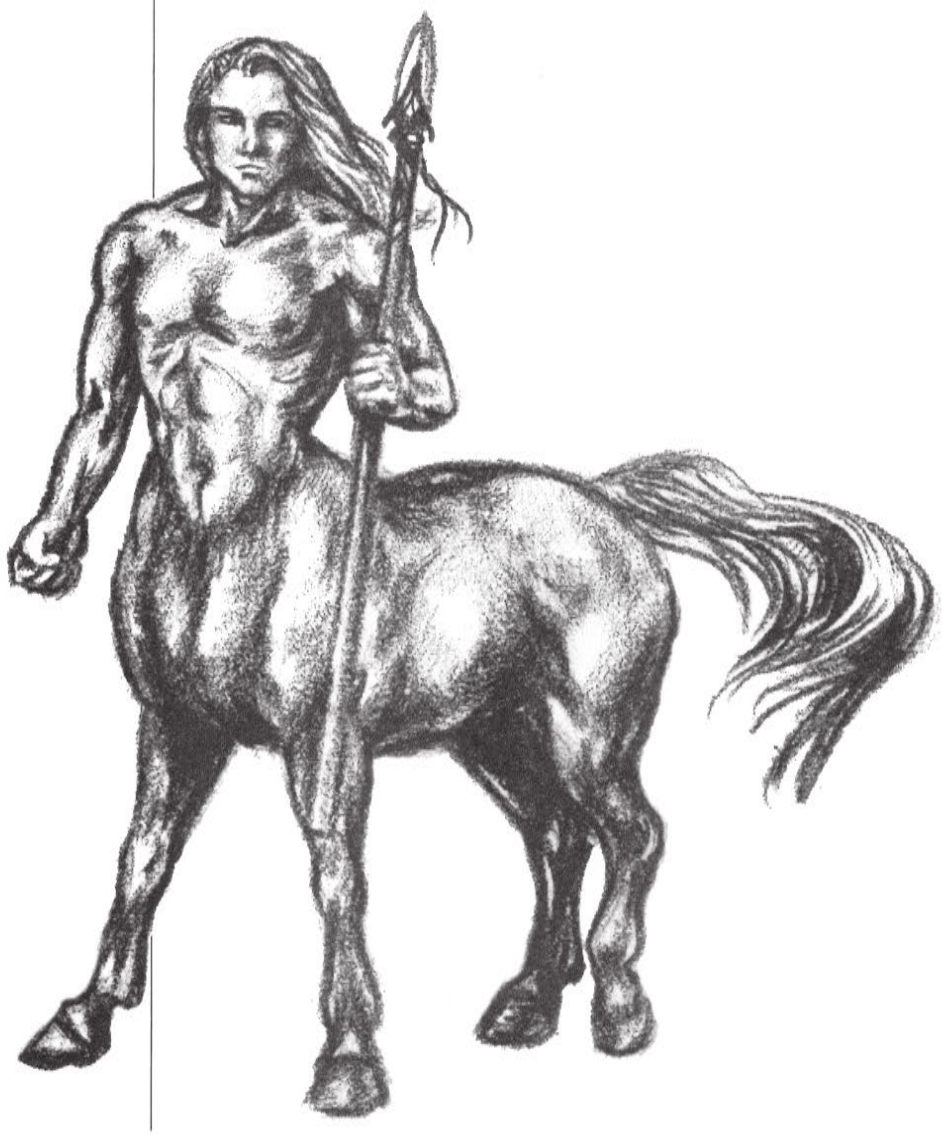


Monster Level: 4
Age Range: 1 - 45 years
Mass: 1000 pounds
DAP: 25
ST: 60
CN: 65
DX: 40
IN: 45
WI: 35
DT: 132

Nightvision: 60 feet
Speed: 120 feet / 5 sec

Centaur, Average
Average MVP: 143
PCA (Natural Weapons): 70%
Number of Attacks (Natural Weapons): 4
Damage (Natural Weapons): 1d10 - hooves, 1d10 - hand

Centaurs are magical creatures that are half horse and half human. Their origin is unknown. They prefer to dwell in secluded pastures away from civilized areas. The centaur race as a whole are not generally friendly with humans and most other character races. They are most friendly with the woodland subraces of the character races. Most male centaurs fight with fashioned weapons, usually bows, clubs, and pole arms. The females and young generally do not fight with anything but their hooves.

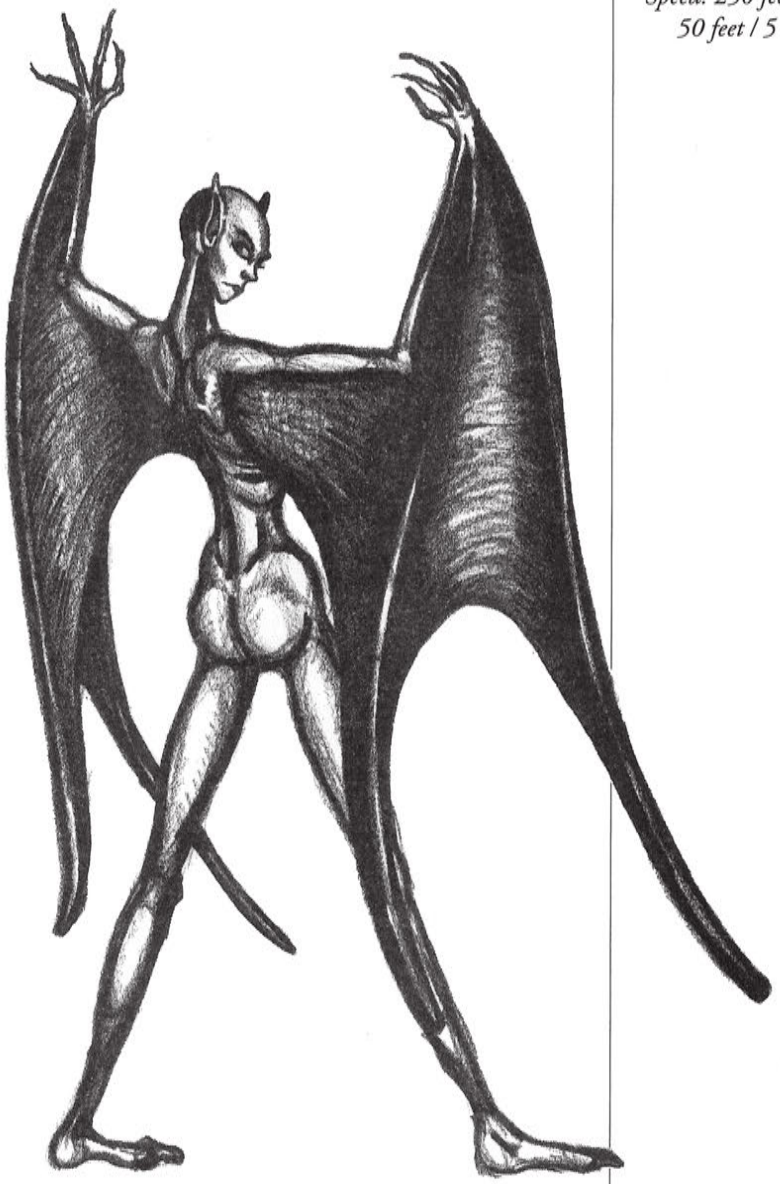


Chiropteryx, Average
Average MVP: 62
PCA (Natural Weapons): 80%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - bite, 3d10 - claw

The Chiropteryx is an evolved bat, approximately human in size, though thinner and with distinct dissimilarities. The Chiropteryx has no arms separate from its wings. The arms are extended and the fingers have become the digits spreading the leathery wings. The wings stretch from fingertips to armpit and down to ankle. The Chiropteryx are highly advanced social creatures, travelling and living in large groups in remote areas, mostly deep forest or high mountains.

Monster Level: 8
Age Range: 20 - 45 years
Mass: 100 pounds
DAP: 15
ST: 50
CN: 90
DX: 100
IN: 50
WI: 35
DT: 149

Nightvision: None
Speed: 250 feet / 5 sec (air)
50 feet / 5 sec (ground)



Monster Level: 3
Age Range: 1 - 20 years
Mass: 350 pounds
DAP: 20
ST: 55
CN: 80
DX: 50
IN: 10
WI: 15
DT: 143

Nightvision: None
Speed: 80 feet /5 sec (water)
40 feet / 5 sec (ground)

Crocogator
Average MVP: 73
PCA (Natural Weapons): 65%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - bite, 3d10 - tail

This reptile is a stupid eating machine that is sluggish on land and moves very well in the water. Crocogators live in swamps and marshes and are very rarely found in cold climates. They like to wait in concealment hoping to surprise prey. When it does, it will clamp its jaws and thrash.

Monster Level: 1 - 3
Age Range: 15 - 80 years
Mass: 5 pounds
DAP: 15
ST: 25
CN: 55
DX: 80
IN: 60
WI: 45
DT: 80

Nightvision: 1,000 ft
Speed: 200 feet / 5 sec

Dragonelle
Average MVP: 42
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10

The dragonelle are a race of tiny, docile dragons, ranging from palm-sized to large-hat sized. They have no burning spittle, but they can attack using their razor claws or sharp tiny teeth. The animals are gentle and trusting, but will fight for their young and their friends. They make excellent pets, but, because they are magical beings, they cannot be used as Mages' Familiars or Clerics' Pets.

Dragons, All Types- Please see the "Dragons" section at the end of the "Monsters" section.

Monster Level: 1 - 8
Age Range: 15 - 500 years
Mass: 120 pounds
DAP: 50
ST: 60
CN: 60
DX: 35
IN: 50
WI: 35
DT: 126

Nightvision: Varies
Speed: 50 feet / 5 sec

Dwarf, Average Non-Adventurer
Average MVP: 71
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular dwarf is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Elemental, Air
Average MVP: 101
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10

Air elementals are beings from the elemental plane of the air. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of air, and their only attack is a gust of wind, but violent enough for a tornado. These tornado winds will kill any creature with a mass less than 25 pounds, and will do 2d10 Damage Tolerance of damage to all other creatures. They may be dispelled by Mages only.

Monster Level: 8 - 16
Age Range: Immortal (100)
Mass: 500 pounds
DAP: 40
ST: 25
CN: 25
DX: 175
IN: 45
WI: 45
DT: 56

Nightvision: 30 feet
Speed: 210 feet / 5 sec

Elemental, Earth
Average MVP: 149
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10

Earth elementals are beings from the elemental plane of the earth. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of earth, and their only attack is a crushing blow with their fists, doing 2d10 Damage Tolerance of damage to all other creatures. They may be dispelled by Mages only.

Monster Level: 8 - 16
Age Range: Immortal (100)
Mass: 500 pounds
DAP: 50
ST: 200
CN: 150
DX: 44
IN: 35
WI: 25
DT: 385

Nightvision: 30 feet
Speed: 50 feet / 5 sec

Elemental, Fire
Average MVP: 108
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10

Fire elementals are beings from the elemental plane of the fire. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of fire, and their attack is a touch of flame which sets fire to all inflammable materials instantly and will do 2d10 Damage Tolerance of damage to all engulfed creatures every Combat Cycle the victim remains aflame. They may be dispelled by Mages only.

Monster Level: 8 - 16
Age Range: Immortal (100)
Mass: 500 pounds
DAP: 60
ST: 45
CN: 45
DX: 150
IN: 45
WI: 35
DT: 95

Nightvision: 60 feet
Speed: 210 feet / 5 sec

Monster Level: 8 - 16
Age Range: Immortal (100)
Mass: 500 pounds
DAP: 60
ST: 45
CN: 45
DX: 200
IN: 45
WI: 35
DT: 95

Nightvision: 60 feet
Speed: 1000 feet / 5 sec

Elemental, Lightning
Average MVP: 113
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 2d10

Lightning elementals are beings from the elemental plane of the electricity. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of lightning, and their attack is a bolt of lightning which does 2d10 Damage Tolerance by itself and will set fire to all inflammable materials instantly. They may be dispelled by Mages only.

Monster Level: 8 - 16
Age Range: Immortal (100)
Mass: 500 pounds
DAP: 40
ST: 25
CN: 30
DX: 25
IN: 45
WI: 30
DT: 58

Nightvision: 30 feet
Speed: 110 feet / 5 sec

Elemental, Sound
Average MVP: 85
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - fist

Sound elementals are beings from the elemental plane of the air. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of sound waves, cousin to air elementals, and their attack is a blast of dual tone sonic energy, one subsonic that affects the opponents' nervous system with very low bass pulses, and a very high pitched disorienting siren wail.. Effected creatures are disoriented for the duration of the wail plus 1 minute. Affected creatures must also Resist against Mage other or be sent into a vomiting fit from the subsonics. They may be dispelled by Mages only.

Monster Level: 8 - 16
Age Range: immortal (100)
Mass: 500 pounds
DAP: 40
ST: 25
CN: 30
DX: 25
IN: 45
WI: 30
DT: 58

Nightvision: 30 feet
Speed: 110 feet / 5 sec

Elemental, Water
Average MVP: 85
PCA (Natural Weapons): 150%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - fist

Water elementals are beings from the elemental plane of the water. They can be brought to the character's world only through elemental magic, though some may choose to come of their own volition. They are beings made of water, and their attack is to engulf an opponent within their bodies and drown them. Engulfed creatures will drown in 3 minutes. The offshoot of this is that any successful attack against the water elemental must also be checked against the engulfed victim, as he too might sustain damage. Being hit by a watery fist will do 2d10 Damage Tolerance of damage. They may be dispelled by Mages only.

Elf, Average Non-Adventurer
Average MVP: 57
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular elf is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 1000 years
Mass: 120 pounds
DAP: 15
ST: 40
CN: 30
DX: 55
IN: 60
WI: 30
DT: 73

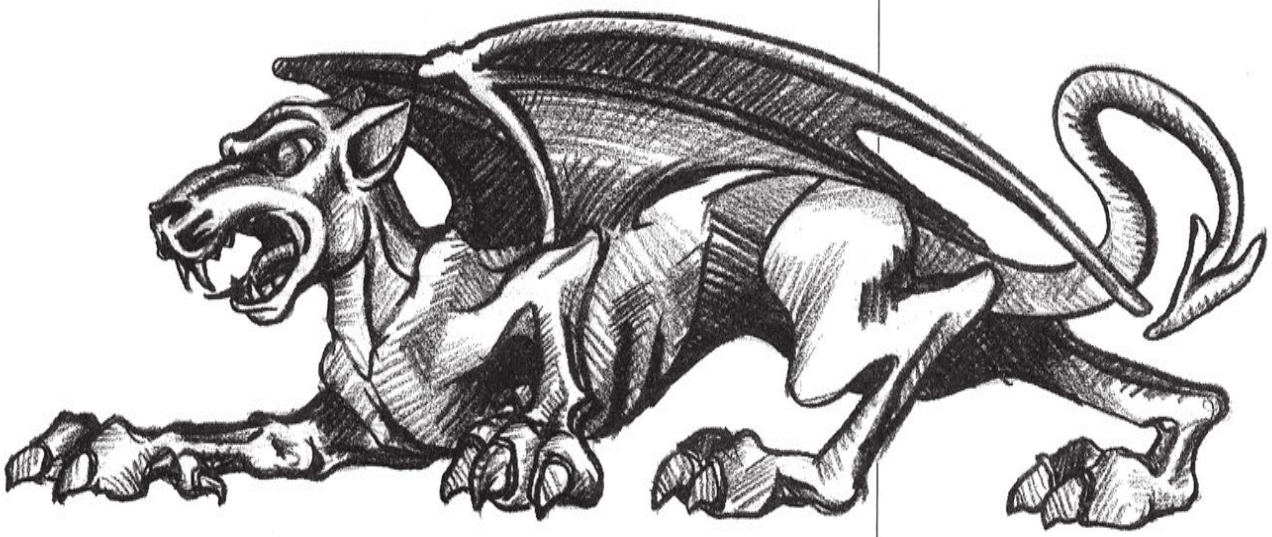
Nightvision: Varies
Speed: 110 feet / 5 sec

Gargoyle
Average MVP: 80
PCA (Natural Weapons): 75%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - claw, 1d10 - bite

These monsters are creatures from the elemental plane of earth and are made of stone. They will usually find some perch in a tower or keep and make a nest of sorts where they will live their lives and breed. They will attack anything approaching their lair on ground or air. Because they are made of stone, they cannot fly, but they can slow their decent from a perch enough to eliminate any falling damage. They can sink into the earth at will and travel within it with no penalties.

Monster Level: 5
Age Range: 1 - 30 years
Mass: 400 pounds
DAP: 25
ST: 60
CN: 75
DX: 40
IN: 30
WI: 15
DT: 143

Nightvision: None
Speed: 45 feet / 5 sec



Monster Level: 3
Age Range: 15 - 25 years
Mass: 300 pounds
DAP: 25
ST: 65
CN: 70
DX: 45
IN: 45
WI: 40
DT: 142

Nightvision: 60 feet
Speed: 80 feet / 5 sec

Gnoll
Average MVP: 75
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - claw (open hand)

Gnolls are tall (seven feet and taller) and bear an uncanny resemblance to evolved hyenas. They are very organized, having a ruling class and settlements. They use fashioned weapons (swords and bows) and armour and prefer to use fashioned weapons, but will strike bare-handed when necessary, doing 2d10 Damage Tolerance per attack.

Gnome, Average Non-Adventurer
Average MVP: 44
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular gnome is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 300 years
Mass: 80 pounds
DAP: 15
ST: 20
CN: 40
DX: 50
IN: 60
WI: 30
DT: 64

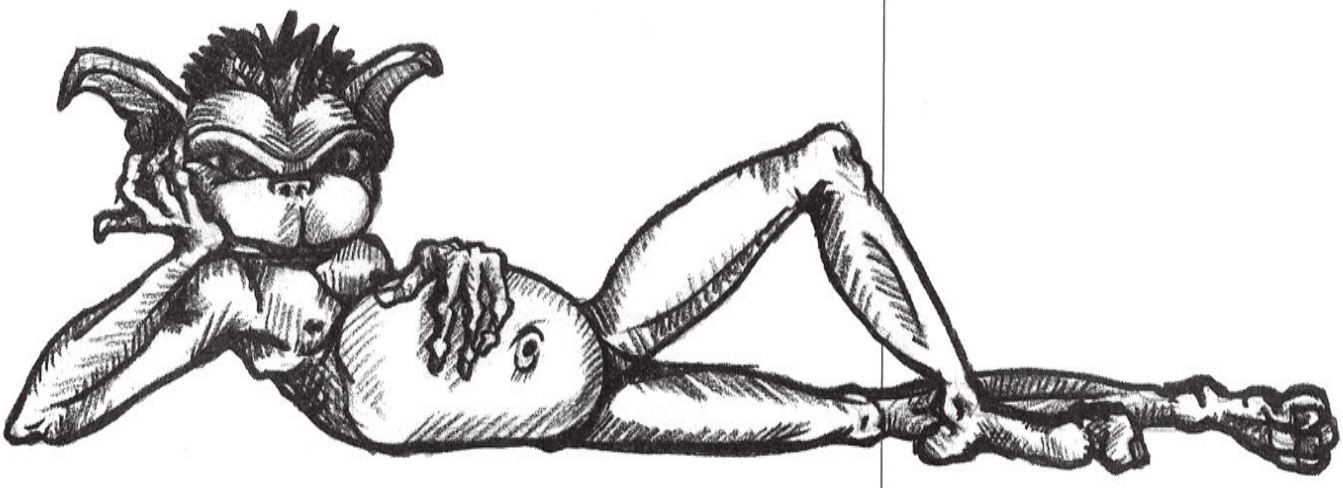
Nightvision: Varies
Speed: 50 feet / 5 sec

Goblin
Average MVP: 43
PCA (Natural Weapons): 95%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - claw (open hand)

These pesky midgets are mean tempered and hot headed, but cowardly without leadership. They do have an organized society, settlements and a ruling class based on personal strength, the strongest goblin ruling the nest, etc. Arguments over whom is best fit to rule are often settled in bouts to the death. Goblins use fashioned weapons (short swords and short bows) and armour, but will fight bare-handed when necessary, doing 1d10 Damage Tolerance damage per open hand attack.

Monster Level: 1
Age Range: 15 - 20 years
Mass: 50 pounds
DAP: 20
ST: 35
CN: 65
DX: 65
IN: 40
WI: 30
DT: 107

Nightvision: 60 feet
Speed: 50 feet / 5 sec



Monster Level: 6
Age Range: 20 - 60 years
Mass: 135 pounds
DAP: 25
ST: 50
CN: 50
DX: 65
IN: 55
WI: 50
DT: 110

Nightvision: 90 feet
Speed: 100 feet / 5 sec

Gorgon, Greek
Average MVP: 58
PCA (Natural Weapons): 100%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 1d10 - claw (open hand)

Gorgons are horrible creatures. They are the mythical creatures of which Medusa and her sisters were prime examples. Beautiful females from the hairline down, gorgons have snakes instead of hair. Horrible. Because of their special attacks, gorgons cannot live in communities, so they are solitary creatures, usually living on islands or mountain tops. Gorgons have, as stated before, a special attack. If a gorgon makes eye contact with any creature, friend or foe, for one full Combat Cycle (make Resistance Roll vs Elemental Magic), that creature is turned to stone. The gorgon has no control over this power and cannot reverse it (though a Mage might turn stone to flesh, and a Cleric might remove the curse). Typically, gorgons have a strong death wish, but cannot commit suicide or willingly surrender, so they will trap individuals or groups in order to force a fight and perhaps die.

Half-Elf, Average Non-Adventurer
Average MVP: 48
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular half-elf is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 150 years
Mass: 110 pounds
DAP: 15
ST: 40
CN: 35
DX: 50
IN: 60
WI: 45
DT: 79

Nightvision: 30 feet
Speed: 80 feet / 5 sec

Half-Orc, Average Non-Adventurer
Average MVP: 58
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular half-orc is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 75 years
Mass: 170 pounds
DAP: 20
ST: 55
CN: 50
DX: 30
IN: 45
WI: 60
DT: 110

Nightvision: 60 feet
Speed: 80 feet / 5 sec

Hobgoblin
Average MVP: 66
PCA (Natural Weapons): 100%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 1d10 - claw

These are the man-sized cousins to bugbears and goblins, probably the result of interbreeding somewhere in time, but now a separate race. They are racially rather clumsy. Hobgoblins have ruling classes and settlement societies, usually based underground, though they have been known to settle in deep woods. Hobgoblins are very jealous creatures- jealous of bugbears, goblins, humans, elves, other hobgoblins... the list is endless. They will start a war with any neighboring settlement if they feel jealous toward that settlement. They use fashioned weapons and armour, but will fight bare-handed if necessary, doing 1d10 Damage Tolerance of damage per open hand attack.

Monster Level: 1
Age Range: 25 - 30 years
Mass: 250 pounds
DAP: 20
ST: 60
CN: 65
DX: 35
IN: 40
WI: 30
DT: 132

Nightvision: 60 feet
Speed: 80 feet / 5 sec

Monsters

Monster Level: 2
Age Range: 1 - 10 years
Mass: 850 pounds
DAP: 10
ST: 85
CN: 65
DX: 75
IN: 15
WI: 15
DT: 157

Nightvision: 30 feet
Speed: 240 feet / 5 sec

Horse
Average MVP: 127
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 2d10 - hoof

This is a horse. You ride on a horse. You carry your stuff on a horse. It's a horse. It's a steed. You ride it

Monster Level: 1 - 8
Age Range: 15 - 80 years
Mass: 180 pounds
DAP: 10
ST: 45
CN: 40
DX: 45
IN: 50
WI: 50
DT: 89

Nightvision: None
Speed: 90 feet / 5 sec

Human, Average Non-Adventurer
Average MVP: 54
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular human is the average man: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 11 - 30 years
Mass: 210 pounds
DAP: 20
ST: 75
CN: 80
DX: 50
IN: 40
WI: 35
DT: 163

Nightvision: 90 feet
Speed: 150 feet / 5 sec

Kaynyn, Average Non-Adventurer
Average MVP: 69
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular kaynyn is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Lycanthropes, All Types- Please see the Lycanthrope section at the end of the Monsters section.

Noxious Cube

Average MVP: 250 per 10 feet × 10 feet × 10 feet mass
PCA (Natural Weapons): None
Number of Attacks (Natural Weapons): None
Damage (Natural Weapons): 1d10 / Combat Cycle for digestion

This is a large cube of a nearly transparent gelatinous substance which sustains itself by absorbing and digesting any organic material it passes by. It paralyzes through chemical means any creatures that touch it (a Resistance Roll vs. Poisons is permitted). Weapons do zero damage, as the cube will merely absorb the weapon (roll STdV to retrieve). It is 80% resistant to electrical attacks, and because it has no intelligence, it is immune to sleep and fear. It is also immune to hold creature and paralyzation. Cold-based spells slow the creature by half and do double damage. Fire-based attacks do half damage. All other Resistances are as a 4th Character Level monster. The noxious cube is actually the final growth stage of a strain of subterranean lichen. It begins its life as a spore-generated algae. This algae has no possible damage or attack capabilities. As the algae grows and covers the area around it, it begins to condense into a jellylike substance approximately one inch thick. This jelly can deliver minor doses of paralyzing poison with a Resistance Roll at +15%. It can be burned, electrocuted, poisoned, but cannot be damaged by weapons. If destroyed at this stage, it is considered a 2nd Level monster worth 25 Monster Value Points per 30 foot × 30 foot area. If allowed to grow, it will eventually become too heavy to remain on the walls and will ooze onto the floor, condensing still more into a slimy consistency about 3 inches thick, thick enough to actually hold a booted foot. It delivers paralyzing poison with no bonuses to resist and is 40% resistant to electrical attacks. Fire-based attacks do half damage. Cold-based attacks do triple damage at this stage. If destroyed at this stage, it is worth 50 Monster Value Points per 30 foot × 30 foot area. The final stage of growth is the noxious cube described above.

Monster Level: 5
Age Range: 1 - 40 years
Mass: 40 - 50 pounds
DAP: 10
ST: 60
CN: 35
DX: 25
IN: 0
WI: 0
DT: 5d10

Nightvision: None
Speed: 1 foot / 1 minute

Nytmare
Average MVP: 254
PCA (Natural Weapons): 90%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 3d10- hoof

The Nytmare is a demon steed from the shadow plane. It has no physical form unless summoned and, if summoned, it will act as a steed for the summoner for only 3d10 minutes before turning on the summoner. It cannot be harmed by normal weapons, though magiked weapons and spells do twice their normal damage.

Nytmares are always large horeses with hooves of fire, breathing smoke and smelling of brimstone. They are undomesticatable and will never associate with the beings of the normal planes of their own free will.

Monster Level: 7
Age Range: Special (500)
Mass: 1500 pounds
DAP: 85
ST: 90
CN: 95
DX: 95
IN: 50
WI: 15
DT: 93

Nightvision: 100 feet
Speed: 350 feet / 5 sec

Monster Level: 1
Age Range: 15 - 20 years
Mass: 45 pounds
DAP: 5
ST: 25
CN: 15
DX: 65
IN: 45
WI: 10
DT: 42

Nightvision: 60 feet
Speed: 60 feet / 5 sec

Obbghinn, Average
Average MVP: 27
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 1d10 - claw (open hand)

Obbghinn are small tribal creatures usually following or acting as servants to settlements of orcs. Their settlements are usually underground, and their nightvision runs to 60 feet. Settlements are governed by a ruling class of the strongest. Obbghinn use fashioned weapons (short swords and short bows) and armour, but will fight bare-handed if necessary, doing 1d10 Damage Tolerance of damage per open hand attack.

Ogre
Average MVP: 101
PCA (Natural Weapons): 80%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

Ogres are found in all terrains and can be self-ruling or subservient, depending upon the intelligence and strength of the one trying to rule. If found en masse in a settlement, there will be a ruling class and servant classes. Ogres do not use fashioned armour, though they do use fashioned weapons (spears and clubs). They will also hit with their fists for 1d10 Damage Tolerance of damage.

Monster Level: 4 - 8
Age Range: 15 - 25 years
Mass: 500 pounds
DAP: 25
ST: 100
CN: 80
DX: 35
IN: 35
WI: 30
DT: 188

Nightvision: 30 feet
Speed: 80 feet / 5 sec

Monster Level: 1 - 8
Age Range: 15 - 45 years
Mass: 210 pounds
DAP: 10
ST: 70
CN: 70
DX: 30
IN: 35
WI: 35
DT: 145

Nightvision: 60 feet
Speed: 100 feet / 5 sec

Orc, Average Non-Adventurer
Average MVP: 63
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular orc is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 2
Age Range: 25 - 30 years
Mass: 200 pounds
DAP: 20
ST: 75
CN: 45
DX: 45
IN: 50
WI: 45
DT: 124

Nightvision: 30 feet
Speed: 100 feet / 5 sec

Osheanix
Average MVP: 63
PCA (Natural Weapons): 50%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - claw (open hand)

These undersea dwellers are nomadic "fish people," breathing through gills and feeding mostly on sea vegetation. They roam shallow waters (20 feet to 75 feet deep) in search of food. They have a class system based on personal strength and arguments over whom should lead are usually settled to the death. They can survive only short times above waters' surface (10 minutes). Osheanix use fashioned weapons (spears, tridents and a crude but functional speargun), but their open hand attacks will do 1d10 Damage Tolerance of damage. They use no fashioned armour.

Pheelyne, Average Non-Adventurer
Average MVP: 53
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular pheelyne is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 45
Mass: 180 pounds
DAP: 20
ST: 35
CN: 45
DX: 75
IN: 35
WI: 25
DT: 85

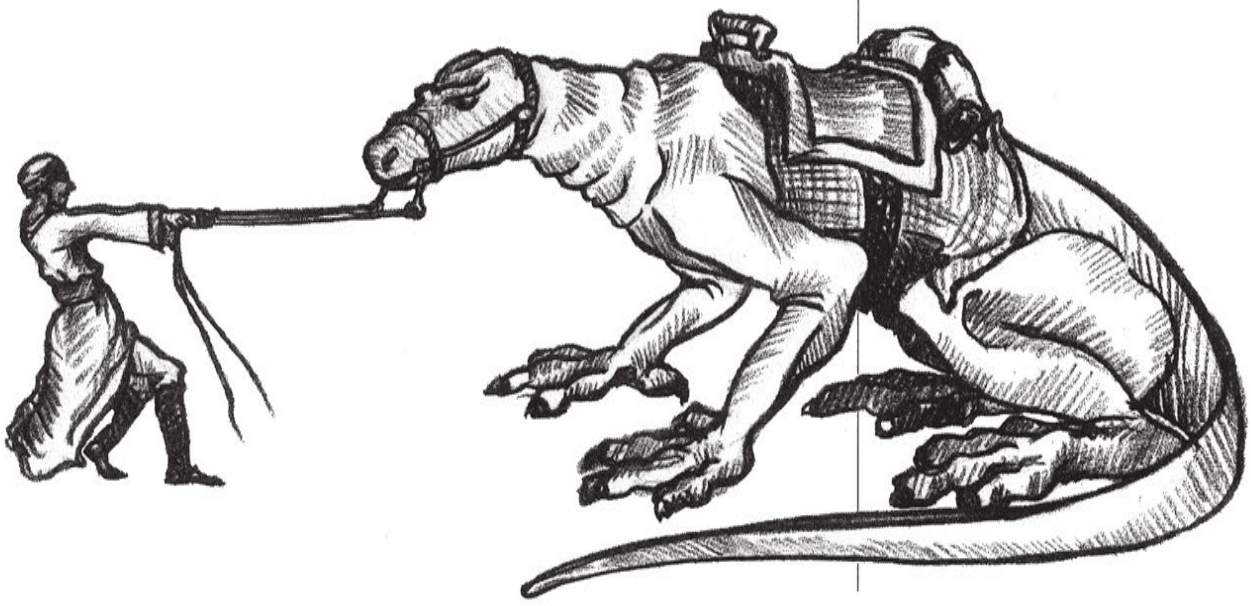
Nightvision: 90 feet
Speed: 120 feet / 5 sec

Saur
Average MVP: 336
PCA (Natural Weapons): 65%
Number of Attacks (Natural Weapons): 1
Damage (Natural Weapons): 5d10 - bite, 8d10 tail

These huge lizards are used primarily for caravan travel across the deserts. They have large scales, usually reflective white, though some color variations into the green scales have been noticed. They are 30 to 40 feet long, 10 to 15 feet high. They are trainable and rideable. Large pagodas are used as saddles and they answer well to reigns once trained for them. Although they are not much affected by heat, they require a massive amount of water once a week. More than a week without water and these behemoths will falter and die. They attack with either a bite or a tail whip once per Combat Cycle. They have a keen sense of smell, the glands for this located on the tongue. Their hearing is excellent, though their eyesight is poor.

Monster Level: 8
Age Range: 25 - 50 years
Mass: 2000 pounds
DAP: 50
ST: 500
CN: 100
DX: 25
IN: 25
WI: 20
DT: 610

Nightvision: 25 feet
Speed: 70 feet / 5 sec



Monster Level: 3
Age Range: 25 - 30 years
Mass: 270 pounds
DAP: 30
ST: 85
CN: 75
DX: 65
IN: 45
WI: 45
DT: 168

Nightvision: 90 feet
Speed: 100 feet / 5 sec

Saurian
Average MVP: 81
PCA (Natural Weapons): 110%
Number of Attacks (Natural Weapons): 4
Damage (Natural Weapons): 1d10 - claw, 1d10 - tail, 1d10 - bite

These "lizard men" are a very religious race, worshipping their own gods and guarding the sacred temples and offering vaults to the death. They stand 7 feet tall and fight with fashioned weapons, though they will fight bare-handed if necessary, doing 1d10 Damage Tolerance of damage with each successful hit. Saurians are also allowed a bite attack (1d10) and a tail swipe (1d10). If an opponent is hit with a tail swipe, he must roll vs his DX dV. If the victim rolls over his DX dV, he is knocked off his feet and will be disoriented for one Combat Cycle.

Scorpion, Giant
Average MVP: 76
PCA (Natural Weapons): 100%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - pincer, 1d10 - sting

The giant scorpions are vicious predators and can be found in extreme terrains, very hot and cold. They can engage three opponents at once: one with each pincer and one with its tail. Its stinger, if it makes a successful attack, will inject a poison, causing paralysis in two minutes unless treated. Each pincer will do 1d10 Damage Tolerance of damage per Combat Cycle if the victim is caught in its grasp.

Monster Level: 6
Age Range: 1 - 6 years
Mass: 350 pounds
DAP: 35
ST: 75
CN: 75
DX: 55
IN: 5
WI: 5
DT: 158

Nightvision: None
Speed: 80 feet / 5 sec

Shireling, Average Non-Adventurer
Average MVP: 40
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular shireling is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Monster Level: 1 - 8
Age Range: 15 - 45 years
Mass: 90 pounds
DAP: 5
ST: 30
CN: 35
DX: 60
IN: 45
WI: 40
DT: 69

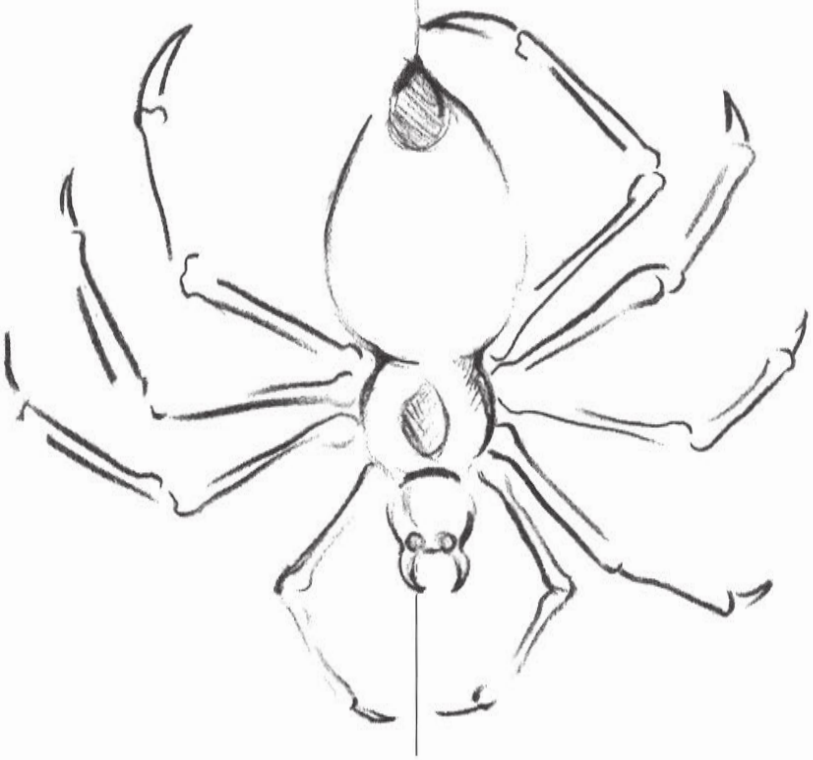
Nightvision: 60 feet
Speed: 80 feet / 5 sec

Monster Level: 5
Age Range: 2 - 4 years
Mass: 350 pounds
DAP: 30
ST: 75
CN: 75
DX: 70
IN: 20
WI: 10
DT: 158

Nightvision: None
Speed: 100 feet / 5 sec

Spider, Giant
Average MVP: 79
PCA (Natural Weapons): 120%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - bite, 2d10 - grasp

These large creatures are omnivorous web-builders and live on ground and in the middle level of tall trees. Their webs can be spun either horizontally or vertically. Any creature becoming entrapped will take some time to disengage in the following manner: a 90 ST or better will recover in one Combat Cycle, an 80 ST in two Combat Cycles, etc. These spiders have three forms of attack: a web spray to entangle and hold victims, a poisonous bite, and a crushing grasp. There is a specific order to these attacks. A giant spider attacking by surprise will always use its web spray as its first attack, attempting to entangle and hold at least one victim. This web spray is very difficult to escape from and requires a roll vs the victim's STdV. If the victim rolls over his dV, he remains trapped in the web for five Combat Cycles, at which point he may roll again. Next, the spider will attack with its bite, always preferring to attempt this upon the webbed victim (who obviously gets no parry on this attack), but will attempt to bite any individuals between it and its prey. If the spider's attack is successful and causes at least two points of damage, then the victim must make a Constitution Roll or become paralyzed in two Combat Cycles. If the spider sees that a bite is having effect, it will then jump on the victim in a bear hug, well, spider hug, grasping the victim to its belly with all eight legs. This crushing force causes damage every two Combat Cycles, always 2d10. If the spider is reduced to half its Damage Tolerance, it will begin its retreat, usually up a tree or some other vertical surface. It will then only attack what is between it and its safe haven.



Spider, Glass
Average MVP: 82
PCA (Natural Weapons): 110%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 2d10 - bite, 2d10 - grasp

Monster Level: 7
Age Range: 2 - 4 years
Mass: 350 pounds
DAP: 40
ST: 75
CN: 75
DX: 70
IN: 25
WI: 25
DT: 158

Nightvision: None
Speed: 110 feet / 5 sec

These huge spiders are elegant and smooth. Their hard exoskeleton and, indeed, all of the body, however, is clear and the only parts of their anatomy that can be clearly seen are eyes, pincers, poison sacs, and heart. All of these parts are coveted by Mages for use in making invisibility potions. As with its hairy cousin, the giant spider, the glass spider is a web builder and lives in forests, though glass spiders will not cohabit with giant spiders (they'll just capture the giant spiders and eat them). The webs themselves look like spun glass and will slice through fleshy tissue, but is also coated with a glue-like substance to prevent the victim from running away. Escaping from glass spider web is similar to escaping from giant spider web: a 90 ST or better will do so in three Combat Cycles, an 80 ST in four Combat Cycles, etc. The extra time taken in extrication is to prevent cutting or slicing damage. The glass spider attacks in the same fashion and order as the giant spider with one addition- if a victim is poisoned, he not only becomes paralyzed, but begins to turn invisible. After two minutes, if not cured, the victim will be completely paralyzed and invisible, unable to move, speak, or breathe. The glass spider will then find the victim by following a strand of web attached to the victim at the time of the poisoning. If a glass spider is reduced to half its Damage Tolerance, it will seek safe refuge in the trees.

Spirits, All Types- Please see the "Spirits and Undead" section at the end of the "Monsters" section.

Synthetic Animations, All Types- Please see the "Synthetic Animations" section at the end of the "Monsters" section.

Troll
Average MVP: 95
PCA (Natural Weapons): 80%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 2d10 - claw, 2d10 - bite

Monster Level: 7
Age Range: 30 - 35 years
Mass: 400 pounds
DAP: 30
ST: 80
CN: 100
DX: 45
IN: 40
WI: 30
DT: 190

Nightvision: 90 feet
Speed: 80 feet / 5 sec

Trolls are carnivorous cave dwellers, though a few have been known to settle under bridges and landfalls. Their senses are all heightened. A troll's attacks are limited. They rarely use crafted weapons, so use only open hand attacks, each successful hit doing 2d10 Damage Tolerance of damage. Because of their lack of personal hygiene, each hit has a 10% chance to become infected within two hours of combat if not treated. A troll's bit is also dangerous as the transmission of rabies, etc., is feasible. Trolls are special in that they are able to regenerate lost Damage Tolerance at a rate of three DT per five Combat Cycles. Severed members of a troll's body will always slither into place when given the chance and mend, returning the troll to its original state. The only sure ways of killing a troll are to burn it or submerse it in acid.

Undead Animations, All Types- Please see the "Spirits and Undead" section at the end of the "Monsters" section.

Vampyres, All Types- Please see the "Vampyres" section at the end of the "Monsters" section.

Monster Level: 1 - 8
Age Range: 15 - 45 years
Mass: 250 pounds
DAP: 15
ST: 35
CN: 45
DX: 80
IN: 20
WI: 15
DT: 85

Nightvision: 30 feet
Speed: 200 feet / 5 sec

Wolf
Average MVP: 55
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 3
Damage (Natural Weapons): 1d10 - claw

These animals live in packs when young, but tend to be loners as they age, sometimes by choice, sometimes because they have lost their dominant role in their societies. Wolves mate for life, so, if one leaves, the other does as well. Attacks are with claws and bite. Wolves will typically leave humanoid parties alone, attacking only when attacked. Wolves can become rabid, though, and attack villages, damaging property and livestock.

Monster Level: 1 - 8
Age Range: 15 - 45 years
Mass: 150 pounds
DAP: 20
ST: 40
CN: 30
DX: 40
IN: 50
WI: 40
DT: 71

Nightvision: 60 feet
Speed: 80 feet / 5 sec

Xenomorph, Average Non-Adventurer
Average MVP: 47
PCA (Natural Weapons): 85%
Number of Attacks (Natural Weapons): 2
Damage (Natural Weapons): 1d10 - open hand

This particular xenomorph is the average: trader, merchant, inn keeper, slaver, king, etc. This is not an adventuring character.

Next comes a section of monsters that require a bit more in the way of explanation than these previous monsters. These descriptions need to be read through fully before even trying to use these monster in an adventure. Be certain you're ready, or...

Upping the Ante.

Dragons

Dragons have long fascinated the human species. From the mythologies of our ancestral past to the stories of the dinosaurs today, large, reptilian creatures with the capability to stomp the snot out of the frail human beings have captured our imaginations. Dragons are a part of all good fantasy. Here is one description of them.

The dragons of The Carousel (the play world I have created) are rather small as dragons go. They get no larger than fifty feet long with a wingspan of one hundred feet. Their bones are hollow and are therefore quite fragile, all things considered. Their front legs have developed into their wings, rather like a bat, and their hind legs, though strong enough to stand on for several minutes, are made more for crawling than rearing.

These are the dragons I have always envisioned. I never liked the dragons of other systems that could talk, cast spells, and become friends with humanoid species on an intellectual level. If, however, you want to create dragons that can talk and cast spells and become pals with your players, you are free to do so. It's your system....

Dragons are not very smart. They do not talk or cast spells. They protect themselves and their young by spitting a special venom at their prey. The dragon may spit for one second for every ten years (or fraction thereof, after the first ten years of being defenseless) he has lived. This venom has a very high freezing point and a very low combustion point. When in an area where the temperature is below 30°F, the venom will almost instantly freeze into ice shards that cause damage equal to a medium weapon for each second of the attack. When the venom is used in temperatures above 100°F, the venom combusts, setting fire to anything it touches, rather like napalm. In its liquid state, the venom is a thin, corrosive gel with a low pH, indicating high acidity. It will eat through metals, skins, and fabrics quickly, but has no effect on reptilian scales of any kind.

Dragons are very social creatures, usually living in large herds, travelling in groups from feeding ground to feeding ground. When two herds meet to claim the same feeding ground, territoriality becomes a hostile game of cat and mouse. Claws are extended from hind legs and wing extensions. Teeth are bared. Venom is spat. Some dragons come away with wings shredded and tattered, never to fly again.

Dragons imprint at birth upon the first living creature they see. If a character is close enough (and lucky enough) to be there when this happens, he has indeed won himself a future riding mount of superb abilities. Older dragons can be captured and taught to be riding mounts, but they are harder to control than wild mustangs in a cloud of horseflies.

Physically, the dragons are beautiful creatures. Their scales glisten, refracting the light around them. There is no single color; a dragon's color scheme is dependent only upon light and temperature, and each dragon's coloration is different.

A dragon's claws are considered medium weapons during combat. The venom has several different damage ratings. When frozen, the venom does 3d10 per second of the attack. If these shards should melt, the acid does an additional 1 point of damage per second of contact. This attack is semi directional: assume a cone with a diameter of 10 feet at 50 feet, 20 feet at 100 feet, and so on. When gelatinous, the acid does 1 point of damage per second of contact. It is water soluble, but there is a minimum damage of 5 points. This attack is semi-directional: assume a splash radius of fifteen feet from the victim who gets it full on. When combusting, the venom does 3d10 per second of the attack. There may be additional damage caused by burning and scorching. The attack is semi-directional: assume a cone with a diameter of 10 feet at 50 feet, 20 feet at 100 feet, and so on.

Lycanthropes

Lycanthropy is also called "the werewolf disease."

By definition, lycanthropy is the magical ability to assume the form of a wolf. However, since so many other forms have been used, and indeed popularized, we shall call lycanthropy the magical ability to change into the form of a non-magical animal.

This shape-shifting ability is not unlike that of a Xenomorph, though there are some very disturbing differences. First, this ability to change is limited to non-magical animals- dogs, cats, wolves, boars, etc. There is no such thing as a lycanthropic dragon. Secondly, this change is not at first intentional nor is it ever truly under control. More of this in a moment. Thirdly, the animal shape-shifted into is not necessarily chosen by the diseased individual. So, to take these in some logical order, or by process of explanation, I'll be off.

First, who can become a lycanthrope? Any individual of human ancestry, however distant, can become a lycanthrope. No individual of pure magical blood, elven, dwarven, faeiry, etc., nor any individual evolved from a race other than human (Kaynyn, Pheelyne, Xenomorph, etc.) can become thus diseased.

"...nothing is done to prevent the disease...." This means the curing of the disease by a Cleric. Before the first manifestation, the victim of a lycanthrope bite can have the disease cured by any Cleric capable of casting the spell "Restore."

*I would even go so far as to say that abuse of Necromancy is very rare and gamemasters should beware of players trying to abuse this method in order to become a lycanthrope. No one **wants** to be a lycanthrope.*

Second, how does one become a lycanthrope? This is a tough one. The easiest way to become a lycanthrope is to introduce a lycanthrope's saliva into your bloodstream. This is usually done during a battle with the lycanthrope. The lycanthrope will bite his victim, the victim's skin is broken and saliva, carrying the disease, enters the victim's bloodstream. If the victim survives the attack and nothing is done to prevent the disease from taking effect, the victim becomes a lycanthrope.

Another way of contracting the disease is through continued use of necromancy to shape-shift into a certain animal. The spirits that are appeased to accomplish this may infuse themselves with the spirit of the caster and thus make the caster a lycanthrope. This is very subjective and left solely to the gamemaster's discretion.

Third, what creatures can a lycanthrope become? Another tough one. The most popularized animal is the wolf. "Even a man who is pure in heart and says his prayers by night can become a wolf when the wolfsbane blooms and the moon is full and bright." That's a quote from the definitive werewolf movie, Universal Pictures' "The Wolfman," starring Lon Chaney, Jr. However, other sources from different cultures show a diverse range of animals. I feel that any non-magical animal could be used, with a little adaptation and a lot of imagination. One of the differences here between lycanthropes and the Xenomorph race is that Xenomorphs maintain their mass- a fat dwarf, a skinny giant, etc. Because their metamorphosis is magical in nature, lycanthropes can actually increase or reduce their mass by as much as 90%. Think about it- this accounts for large wolves, bats, rats, all your basic were-creatures.

Fourth, when does the actual change occur? This is hard, even though it may not seem to be. "When there's a full moon, idiot." Yeah, but some campaign worlds do not have moons, and those that do may not have lunar phases. If your campaign world does have a moon and lunar phases, then the full moon is a definite change. Other times of lunar import might also force a change- eclipses, equinoxes, etc. If your world does not have a moon or has no lunar phases, use some other regularly occurring natural event.

There are also degrees of the change. Over time, the lycanthrope should be allowed the chance to control the change. For the first full year, the character will change on the full moon (for lack of better terms). There is no Resistance Roll for that. For the second, third, fourth, and fifth years, there is a 10% chance that the change can be halted once every half-year. After this, there is a 20% chance plus 1% per year of infection of stopping the change under full moon conditions.

Another option is forcing a change without lunar influence. For the first five years, this is not possible at all. After this, there is a 10% chance plus 1% per year of infection of forcing a change once per lunar cycle (outside the full moon condition, or once a month for those who really can't follow the language here). Of course, the gamemaster may choose to alter this chance.

Fifth, can the lycanthrope choose which animal he becomes? Again, this one is open to debate. Some would say that a certain personality denotes a certain animal. I can't believe that. A creature with only animal intelligence cannot truly choose its personality. It simply exists as it can. However....

When the character is first infected with the disease, the gamemaster must decide upon the initial creature into which the lycanthrope will change. This shape cannot be altered during the first five years of the disease. After this, the individual has a 10% chance plus 1% per year of infection of being able to control the change and thus control the form. First, a roll must be made to determine if the lycanthrope can control the change as above. If he can, then another roll must be made to see if he can concentrate enough during the change to control the form, as per this paragraph. If both rolls are successful, then the lycanthrope can control the form for this one change. Remember, the animal must be non-magical.

A word to gamemasters- I would not allow a character to pick the animal into which he will change, Again, this constitutes abuse of the lycanthropy option. There are spells available which allow the player to determine the type of creature into which he will shift. Lycanthropy, on the other hand, is never completely under control.

And then there is gamemaster's discretion. If you do not want the character to control the change, then he can't. Period. End of discussion.

Sixth, how does one cure this disease? Death by silver is the only sure way. A silver bullet, a silver dagger or silver-plated sword, a silver candlestick over the head. Not only will this kill the lycanthrope, it will also cause him to revert to his human or demi-human form. Other gamemaster options might be to have the disease lapse periodically into latency. Restless nights, an inability to gain back Spell Points or Damage Tolerance, a mean disposition, and noticeable irritability could be signs of this. Latency could occur during menopause or "mid-life crises."

Another chance might be to have a Cleric cure the disease or remove a curse from the victim. Curing of the disease must come before the first transformation. Removal of a curse of this nature should probably involve more than just a single spell.

Seventh, is lycanthropy hereditary? Yes. If a diseased individual donates either egg or sperm (or their "your world" equivalents) to a pregnancy, the disease will be encoded in the genetics of the child, though it will not become active until the child reaches puberty.

Eighth, what will repel a lycanthrope? Wolfsbane is a good herb, though most other allergy-active plants will do. Also, magic circles, wards and glyphs of protection, and some symbols (left to gamemaster's discretion) will keep a lycanthrope at bay.

Ninth, what kind of adjusts do lycanthropes receive? None. Period. During the first year of infection, the lycanthrope has no control over the change or his actions. During the next phase, he has only very limited control. After that, any control the infected individual may have over the change does not necessarily mean control of the animal. This disease causes the hidden animallike side of the diseased person to take on the physical aspects of an animal, including all the animal instincts and needs. Control of these instincts (and thus the ability to have a sword-wielding wolf twice the size of a man) is not condoned here, either intentionally or inherently.

For these reasons, the diseased individual receives no credit or experience while in animal form. It is the animal that uses animal, or monster, proficiencies, not the player character using learned skills, that makes the kill or bags the babe or whatever.

Monsters

Hey! Read this!

This is not, in any way, a promotion of the belief in spirits or undead or any other mythical creature or phantasm. This is just a game. Thank you.

Spirits and the Undead

The spirits and undead have always been considered the worst of opponents because, since they are already dead, they are rather difficult to kill. Herein, we will attempt to define a few of the spirits and undead and their kin and, hopefully, put to rest all of them.

Spirits- Beings of the spirit world present us with a problem- nobody really knows what lies beyond. This is, of course, all conjecture, so if you don't like it, change it.

Spirits are the actual souls of creatures who died under extreme circumstances (during torture, for example). These spirits range in power from having no impact on the physical world to the ability to actually alter the reality around them. But despite all other opinions, these are all forms of the same energy, not different beings.

(1) The simplest spirit is the wandering wind sort of thing, the Drifter. With the exception of being able to cause drafts, it has no impact on the physical world. These drafts cannot knock anything over or even close a well-oiled door, though they might blow out a candle.

(2) The next level of spirit is the Wailer. These can create wails, or screams, from hauntingly tiny to painfully loud (the banshee of Irish legend is this). These wails, however, cannot do any harm of themselves.

(3) Next comes the Tapper. This spirit can actually manipulate the material plane, but only by tapping solid surfaces- walls, floors, etc. These sounds can imitate walking, running, or even dancing. The spirit can make just one tap or very many, causing an empty room to sound like a dance hall, for example.

(4) Many cultures have legends of floating lights leading the unsuspecting into or out of danger. These are the Luminous, spirits whose physical form is that of several small balls of dim light, sometimes stationary, sometimes dancing. The tales of the will o' wisp stem from these spirits.

(5) One of the more frightening of the spirits is the Fogger. This spirit is able to condense the air it inhabits into a dense fog that can, but doesn't always, resemble the form of the spirit's mortal self. The Fogger can cause drafts and cold spots, but cannot obtain truly physical form and cannot touch or hold any physical objects.

(6) Similar to the Fogger is the Shaper. Again, the Shaper appears as a fog, but this time it will more closely resemble the creature's mortal self and can be visually identified by close friends and family. Shapers will sometimes try to communicate verbally, but only incoherent sounds can be made. They can slowly move light objects (5 pounds and under).

(7) The Floater is the most commonly talked of spirit in mortal society. These are vaporous apparitions strongly resembling their mortal selves and often interacting with the physical plane if close to familiar objects- a sword, a cup, a book (especially a journal or diary), or something belonging to a loved one. This contact, though, is very brief and cannot result in an intentional attack.

(8) Most commonly called "poltergeist," the Shifter moves objects ranging in size from coins to boulders. This movement, however, is by no means an attack. The Shifter can throw the objects, but not very accurately at all, hitting any intended target only one third of the time. Despite this ability to "touch" the physical objects, Shifters are unable to make complicated movements or manipulations and therefore cannot write or inscribe items. They have no physical form and cannot be seen.

(9) The Doppler is the second most powerful spirit. It can take on physical mass resembling its mortal self and can speak in its mortal self's native tongue. Despite this, however, the Doppler cannot use physical weapons, but it does have use of the wail. It is often identified with stories of dead loved ones helping the living by pointing out the safe road or cautioning of danger.

(10) The most powerful of the spirits is the Necrom. Not only can he become physical mass, he can shape this mass into any form it chooses. It can read and write any language it knew while living and it can pick up and use physical weapons in addition to its scream. It also has the ability to cause winds powerful enough to close heavy doors and, if provoked, can cause dimensional rifts which can randomly cause interdimensional beings to enter the physical plane.

Undead- The undead, or the living dead, are merely animated creatures whose bodies continue to decompose. Their souls have left behind their mortal shells and do not care what happens to them. This type of undead makes up the majority of this type of monster, the undead animations.

These masses of flesh and sinew have no life of their own and are wholly dependent upon the Cleric or Mage who has magicked them for their existence. The process is easy, a simple spell, a few mutterings in the dark, and the flesh is animated. Proficiency Levels are as easy- the undead has one-half his living proficiency levels plus one proficiency level for every five character levels of the animator:

Undead Proficiency Levels = (Living PL ÷ 2) + (Animator CL ÷ 5)

The undead animation never gains Proficiency Levels. Neither are those Proficiency Levels transferred to the undead's animator.

Undead Damage Tolerance is one tenth of their living Damage Tolerance plus 1 Damage Tolerance point for every 5 of the animator:

Undead Damage Tolerance = (Living DT ÷ 10) + (Animator DT ÷ 5)

An undead animation cannot have a higher Damage Tolerance than it did while alive.

The undead animations cannot use spells of either clerical or magical nature. The animation has no soul with which to worship or bargain, nor any intelligence with which to learn. In other words, the undead animations are Fighters or thieves.

Undead do not regenerate body parts or Damage Tolerance, the Damage Tolerance merely being a measure of the cohesion in the magicked body material. Neither do they drain "life levels" or Proficiency Levels or Character Levels. They are, for all extents and purposes, cannon fodder placed between you and your true opponent.

There are no magical means of turning the undead or of releasing spirits, though damage spells will cause full damage to both as long as the damage is magical in nature (a spell that effects normal fires will do no harm to a spirit, but an Elemental Bolt will).

For purposes of clerically turning the undead or releasing the spirits from the physical plane, a Cleric must be of equal or greater Character Level as the undead's Character Level, or of equal or higher Character Level as the spirit's Spirit Type number.

A second Character Level Cleric cannot turn an undead animation whose undead Character Level is 3 or higher. Nor can he release any spirit stronger than a wailer.

All forms of animated undead can be hit by normal weapons. Fire will utterly destroy the animated flesh.

Hey! Read this!

This is a game. You can't really make these things, although I suppose robots can be considered synthetic animations of a sort. It's a game... have fun!

Synthetic Animations

Synthetic animations are to inanimate objects what undead animations are to dead creatures. These hideous monsters are actually just constructs, not quite, but almost, completely unlike robots. Robots are mechanical in nature, and synthetic animations are not natural in any sense of the word, but they perform similar duties.

"Synthans" are humanoid configurations of almost any material, but the material must be uniform throughout the construct. The most typical synthans are made from wood, flesh, clay, and stone, though constructs of cast metal, sand, glass, etc., are not impossible. All of these constructs are created by Mages for use as servants and other low-maintenance jobs. Clerics do not make synthans as their very creation places the power of creation in the hands of mortals, a power only the gods should have. Synthans have no inherent intelligence (with the exception of the flesh synthan to be discussed later) and therefore follow orders to the letter- very explicitly and absolutely without implied steps. Every order must be given step-by-step. Any omission may end in utter destruction of the synthan. Here's why: you tell the synthan to "walk down to the drugstore and pick up some wolfsbane." He steps out the door, crosses the street without looking both ways (a command you forgot to insert), and gets run over by a school bus. Boom, end of synthan, and all because you failed to take the precautions necessary to prevent its demise. You see, the sooner the shell is destroyed, the sooner the elemental within the shell can go home. It doesn't care about the body it's in. It will follow a Mage's orders, but that is all.

Vyctor Syn is a fictional character. I made him up. He isn't, nor was he ever, real. There is no book. It's a game.

The secrets of synthan construction are held within an ancient tome of magic which also contains all the notes and thoughts of Warlok Vyctor Syn, from which comes the word "synthetic." There are several copies of this book, each kept within the most private quarters of the highest-ranking sorcerers. To obtain the book, one generally needs to kill the preceding owner.

In a nutshell, however, and in the interest of saving you, the player, a lot of reading archaic language in a book that doesn't really exist, here's what Syn had to say.

Synthans are merely "shells" inhabited by elemental spirits summoned by the spell caster. Though the shell has some inherent statistics, it is the elemental within that gives the construct its Damage Tolerance and Monster Level in this fashion: all the elemental's Damage Tolerance (1d10 per Monster Level of the elemental) are added to the construct's Damage Tolerance (determined by (ST+CN)).

While building the shell, there are several Primary or Secondary Skills that must be used successfully. Any failing roll on any of these Skills means the construct's shell is ruined and must be begun again.

During the creation of a synthan, several spells are cast. All spells must be cast in their proper sequence and consecutively with no resting periods allowed. If any spell fails after the spell of summoning is invoked, there is a chance that the summoned elemental will turn on the Mage for wishing to confine it to such a mortal shell, but while the spell of summoning is in effect (see the particular Summon spell used for control duration), the Mage can always dispel all the magic through the use of the spell "Dispel Magic."

The strength and power of the elemental summoned to inhabit the shell is undeterminable by the Mage. It will be of at least second Monster Level (requiring 2d10 Damage Tolerance Points) and not more than tenth Monster Level (requiring 10d10 Damage Tolerance Points). Elementals of greater strength would merely destroy the shell as their power was forced into it. It might be best for the gamemaster to determine the elemental's Monster Level by roll of a 2d10. Any roll over 10 destroys the shell in an explosion causing 4d10 Damage Tolerance points damage to all within a 25 foot radius.

A synthan is subject to damage by all weapons (weapons do not need to be magical) and is damaged by weapons and spells. Once the synthan takes damage equal to or exceeding the elemental's, the elemental will return to its own plane, leaving the shell intact but inanimate. If left undamaged, the shell can be reanimated through the recasting of all the spells. Damage beyond the synthan's Damage Tolerance points breaks the shell into unusable and irreparable garbage.

Scarecrows, stickmen, mannequins. These are what we're talking about.

Wood Animations: Some of these look very much like scarecrows in a farmer's field. Others may resemble bird-shaped kites. They are built of sticks or planks and are, at best, rickety. They are not very strong. They have a low intelligence and are not very dextrous. The bird-shaped scarecrows (called "blood kites") are the only synthans described here that can fly.

The creation of a "scarecrow" requires the following Primary or Secondary Skills:

Carpentry or Woodworking (at +50%)
Identify Plants (at +35%)

The Mage need not build the "shell" himself. It can be fashioned for him. The artist must use pine or similar wood for the shell. The use of other materials adds to the basic strength of the construct as defined later. The shell need not be built of the same kind of wood throughout its construction. The artist may choose to use a flexible wood for the legs to increase Dexterity and a strong, stout wood for the torso to increase Strength and Constitution. These are merely suggestions for the gamemaster. Blood Kites must be built of light wood. Once the shell is built, the Mage must cast the following spells. They must be cast in this sequence and consecutively. No resting period is allowed.

The creation of a scarecrow requires the following spells in the following order:

(1) Create Inanimate Object
(2) Enchant Item
(3) Protection from... Elemental
(4) Summon Elemental
(5) Command
(6) Unalterable Aura

__Create Inanimate Object__ and __Protection from...__- these spells do not exist in the spell book. It is left to gamemaster's discretion as to level and backfire effects.

If any one of the spells fails, the construct will not animate and the elemental summoned forth to animate the shell may attack the Mage (50% chance). The Mage can deter this and begin again only by immediately dispelling the magic and starting from scratch as soon as he knows the spell failed.

Scarecrows start with the following base statistics:

1 Attack per Combat Cycle
Damage per Attack: 2d10 + 1 D10 for every Monster Level over first.

DAP: 5
ST: 40
IN: 10
WI: 5
DX: 30
CN: 30
Speed: 80 ft/5 sec. (120 ft/5 sec. if flying)

The following materials add bonuses in the areas listed:

For the limbs:
Balsa: ST -15, CN -15, DX +25, Speed +50 ft/5 sec
Birch: DX +15
Oak: ST +20, CN +15, DAP: +15
Redwood: ST +20, CN +20, DAP: +20

For fastening limbs to trunk:
Hemp Rope: IN -5
Ivy: DX +10
Kudzu: ST +5, CN +5, DX +15, Speed +25 ft/5 sec
Nails: ST +5, DX -5, CN -5

Other options abound and are solely at the gamemaster's discretion.

Frankenstein's monster. Real easy.

Flesh Animations: These are not undead animations. These synthans are made from parts of different dead bodies, as opposed to undead animations which are one body (or what's left of it). Flesh synthans are similar in appearance to their original races but are as much as 20% larger due to construction methods. The body parts used must be from the same race and must be fresh and preserved to prevent rotting. The Mage must build the shell himself, though assistance is possible (as long as the assistant's name is Igor or Eye-gor). The one necessity is that the brain and spinal cord of the construct must be in one piece. These cannot be sewn or stitched together. This one limitation is also the reason for the flesh synthan's innate intelligence. There is actually a chance (10%) that the brain's memories will be activated by the lightning bolt during creation and that brain's spirit and personality will then inhabit the shell.

Flesh synthans are the exception to the damage rule of reanimation. Once the spirit leaves the shell, the shell has taken too much damage to be reanimated. Some parts may still be useful in the creation of another flesh animation, but this one in particular is toast.

Some races cannot become synthetic animations because of the magic inherent in the genes. These are dwarves, elves, gnomes, and xenomorphs.

The creation of a flesh synthan requires the following Primary or Secondary Skills:

Alchemy
Medical
Medicinal
Preserve Food/Body Parts

The construction of the shell must begin and end within a one month time span. If time runs over, the construct begins to rot, regardless of preservation either natural or magical. Once the shell is built, the Mage must cast the following spells. They must be cast in this sequence and consecutively. No resting period is allowed.

The creation of a flesh synthan requires the following spells in the following order:

(1) Enchant Item
(2) Protection from... Spirits
(3) Summon from Other Plane... Spirit
(4) Command
(5) Lightning Bolt
(6) Unalterable Aura

If any one of the spells fails, the construct will not animate and the spirit summoned forth to animate the shell may attack the Mage (80% chance). The Mage can deter this and begin again only by immediately dispelling the magic and starting from scratch as soon as he knows the spell failed.

Flesh synthans start with the following base statistics:

2 Attacks per Combat Cycle
Damage per Attack: 2d10 + 1 D10 for every Monster Level over first.

DAP: 15
ST: 50
IN: 25
WI: 30
DX: 45
CN: 50
Speed: 60 ft/5 sec.

The following materials add bonuses in the areas listed:

Half-Elf: IN +5, DX +5
Half-Orc: ST +15, CN +10
Human: DX +5
Kaynyn: ST +15, CN +20, Speed +50 ft/5 sec.
Orc: ST +25, CN +10
Pheelyne: CN +25, Speed +25 ft/5 sec.
Shireling: DX +15

Other options abound and are solely at the gamemaster's discretion.

There is an old movie called "The Golem" about a clay statue that comes to life. Pretty cool.

Clay Animations: These vary in size between very small (15 inches) to very large (12 foot) animations sculpted from fine clay. They may resemble anything from the Mage's imagination.

The creation of a clay synthan requires the following Primary or Secondary Skills:

Alchemy (at +35%)
Handicrafts (at -35%)
Mineralogy

The Mage need not build the "shell" himself. It can be fashioned for him. The artist must use fine clay, any color, as long as there are no artificial colors used. The shell must be kiln-fired at high temperature. The Mage must provide at least the material for the kiln if he does not build it himself. The shell is fired before proceeding further. The arts and crafts percentage is the chance for the shell to be successfully fired. If the percentage roll is over that number, the shell cracks while being fired and the Mage must build a new one. Once the shell is built, the Mage must cast the following spells. They must be cast in this sequence and consecutively. No resting period is allowed.

The creation of a clay synthan requires the following spells in the following order:

(1) Create Inanimate Object
(2) Enchant Item
(3) Protection from... Elemental
(4) Summon Elemental
(5) Command
(6) Unalterable Aura

If any one of the spells fails, the construct will not animate and the elemental summoned forth to animate the shell may attack the Mage (50% chance). The Mage can deter this and begin again only by immediately dispelling the magic and starting from scratch as soon as he knows the spell failed.

Clay synthans start with the following base statistics:

2 Attacks per Combat Cycle
Damage per Attack: 2d10 + 1 D10 for every Monster Level over first.

DAP: 25
ST: 60
IN: 10
WI: 5
DX: 30
CN: 75
Speed: 40 ft/5 sec.

The following materials add bonuses in the areas listed:

Thin glaze: DAP: +5
Thick glaze: DAP: +15
Metal shavings added to thick glaze: DAP: +45

Other options abound and are solely at the gamemaster's discretion.

Stone Animations: These look very much like statues. They can be of any size or shape. The stones must be relatively free of flaws (50%) and in the case of gemstones, 90% flawless.

The creation of a "statuesque" requires the following Primary or Secondary Skills:

Mineralogy
Masonry
Sculpting

The Mage need not build the "shell" himself. It can be fashioned for him. The artist must use limestone or similar rock for the shell. The use of other materials adds to the basic strength of the construct as defined later. Once the shell is built, the Mage must cast the following spells. They must be cast in this sequence and consecutively. No resting period is allowed.

The creation of a statuesque requires the following spells in the following order:

(1) Create Inanimate Object
(2) Enchant Item
(3) Protection from... Elemental
(4) Summon Elemental
(5) Command
(6) Unalterable Aura

If any one of the spells fails, the construct will not animate and the elemental summoned forth to animate the shell may attack the Mage (50% chance). The Mage can deter this and begin again only by immediately dispelling the magic and starting from scratch as soon as he knows the spell failed.

Statuesques start with the following base statistics:

2 Attacks per Combat Cycle
Damage per Attack: 2d10 + 1 d10 for every Monster Level over first.

DAP: 40
ST: 60
IN: 10
WI: 5
DX: 30
CN: 65
Speed: 20 ft/5 sec.

The following materials add bonuses in the areas listed:

Gemstones, Corundum and similar: ST +10, DX +25, CN +5
Gemstones, Diamond: ST +15, DX +25, CN +10
Gemstones, Lesser Quality: DX +25, CN +5
Glass: ST -5, CN -5, DX +40, DAP: -25
Granite: ST +25, DX +10, CN +30
Marble: ST +25, CN +25,
Quartz: DX +25

Polished Shells of any stone: +25 DX, Speed +20 ft/5 sec, DAP: -10

Other options abound and are solely at the gamemaster's discretion.

Metal Animations: These look very much like cast statues. They can be of any size or shape. The metals used must be 90% pure. (It is rumored that Vyctor Syn created a met'lan from quicksilver by forming the mold out of quartz and using a cone of frost to freeze the liquid metal solid. It is said that the quicksilver synthan was able to recombine itself if ever parts were severed off, given a number of minutes equal to its CN divided by 60. This was probably due to the resiliency of the quicksilver- it was a permanent physical body that the inhabiting elemental was proud of. It is also rumored that bladed weapons merely sliced through the met'lan and left no damage, while bludgeoning weapons like maces "splattered" the quicksilver, slowing it (gamemaster's discretion) and doing double damage. Stats are given for these formidable synthans, but it would be very difficult to build one of these.)

"Cast statues." Yeah, or the really cool endoskeletons from the "Terminator" movies.

The creation of a met'lan requires the following Primary or Secondary Skills:

Handicrafts (-25%)
Mineralogy
Smelting
Smithing

The Mage need not build the "shell" himself. It can be fashioned for him, but the Mage must provide all of the raw material. The Mage must use lead or similar ore for the shell. The use of other materials adds to the basic strength of the construct as defined later. Once the shell is built, the Mage must cast the following spells. They must be cast in this sequence and consecutively. No resting period is allowed.

The creation of a met'lan requires the following spells in the following order:

(1) Create Inanimate Object
(2) Enchant Item
(3) Protection from... Elemental
(4) Summon Elemental
(5) Command
(6) Unalterable Aura

If any one of the spells fails, the construct will not animate and the elemental summoned forth to animate the shell may attack the Mage (50% chance). The Mage can deter this and begin again only by immediately dispelling the magic and starting from scratch as soon as he knows the spell failed.

Met'lans start with the following base statistics:

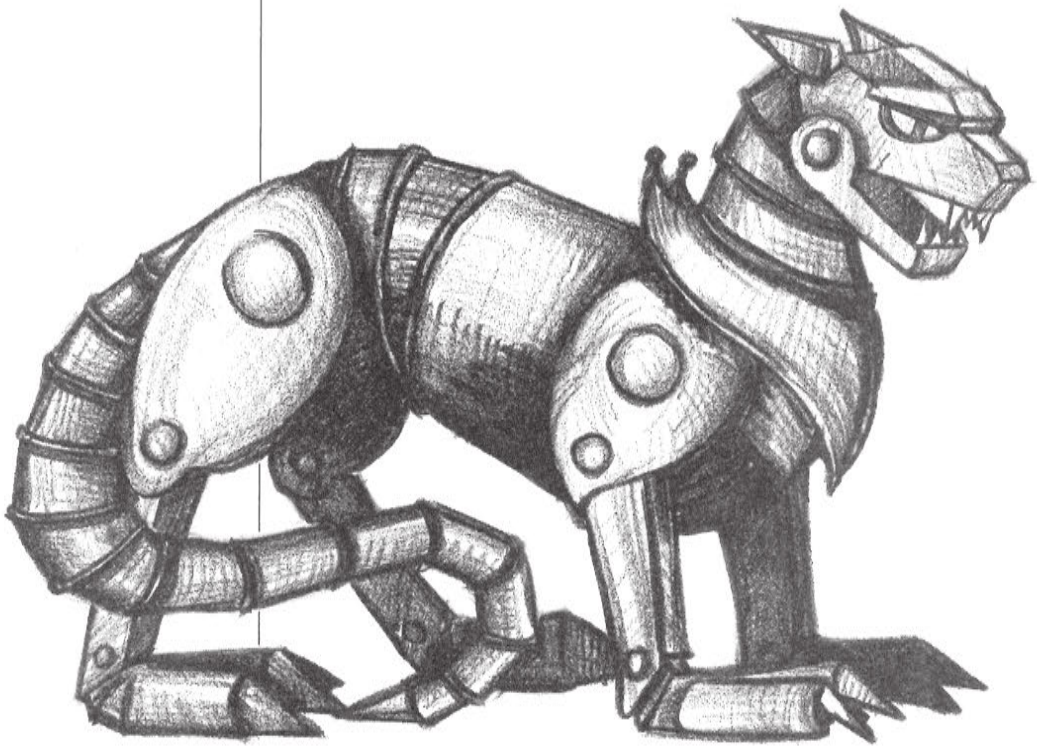
2 Attacks per Combat Cycle
Damage per Attack: 3d10 + 1 D10 for every Monster Level over first.

DAP: 50
ST: 65
IN: 10
WI: 5
DX: 30
CN: 65
Speed: 10 ft/5 sec.

The following materials add bonuses in the areas listed:

Aluminum: ST +10, DX +15, Speed +25 ft/5 sec
Bronze: ST +10, DX +10
Copper: ST +10, DX +5
Gold: ST +5, IN +15
Iron: ST +15, CN +10
Platinum: ST +5, IN +20, DX +10
Quicksilver (Mercury): ST -25, IN +25, DX +50, CN -20, Speed +50 ft/5 sec
Silver: ST +5, IN +10
Steel: ST +20, CN +15

Other options abound and are solely at the gamemaster's discretion.



Vampyre

The vampyre is a tempting character to play. Vampyres have an eternity in which to attain their goals. They can plot and take great care to insure their own existences. The catch is that they must move at night and must feed on blood.

How to become a vampyre. A new vampyre must be chosen by a "veteran" vampyre. Next, the vampyre feeds on the subject, draining blood just to the point of death for the victim. The vampyre then forces himself to cease feeding (not always as easy as it sounds). He punctures a vein or artery, it doesn't matter which, sometimes on the wrist, sometimes the neck, sometimes the chest, and forces or invites the subject to drink the blood. Once the subject has finished, the "veteran" must go out and feed again. The subject will sleep until sundown of the next day. When he awakes the next sundown, he's a vampyre. His "creator" may or may not help him through his transition.

The advantages of being a vampyre are numerous. For one thing, there's the life span- eternity. The only ways to fully kill a vampyre are to burn him to ash, or to sever his head from the rest of his body. The stake through the heart just hurts a lot.

Next, one must remember the vampyre's regenerative powers. Wounds that would take months to heal are mended overnight. The physical condition one is in when one becomes a vampyre is the physical condition in which one will awaken each sundown.

Another trait that comes all the way through the legends and into the pop culture of today is the strengths of the vampyre, both physical and mental. The range for the physical strength is anything from double to nearly ten-times the strength of the pre-vampyre times for that particular person. The strength gain depends entirely upon the master vampyre.

Mental powers are similar. Hypnosis and mind control are natural to the nosferatu at very high levels of control, again determined by the initial strength of the master vampyre.

The vampyre is an almost irresistible sex object. Not because of his looks, but because of his aura. That same aura of sensuality can instantly be changed to one of fear, causing adrenaline to surge through the victim. This is similar to the spell, Empathy.

The disadvantages are also numerous, but much more specific. Sunlight is bad (Actually, it's not the sunlight that does it, but the ultraviolet rays.). The metabolism doesn't work for anything but blood. Fire is a major hazard. Vampyres are not scared of fire so long as they are not in it. Even a scorching will regenerate overnight. The only danger is complete incineration.

Now, about sleeping in a coffin. If one wants to avoid contact with UV light, ground is a great insulator. No UV will penetrate a foot or so of earth. The same is true for a crypt and a coffin. However, sleep is not the important thing. Vampyres don't need to sleep. It's just easier to sleep than it is to wait bored all day.

When a Player Character is made a vampyre, certain changes take place. The most noticeable of these changes is the increase in all of the Character's Statistics, with the exception of Comeliness (because the physical body does not change, except for complexion). For all other Stats, the master vampyre's Stats are divided by 10 and this number added to the new vampyre's respective stats. This means that a master vampyre with a 150 Strength transfers 15 of those points to the new vampyre's Strength. Technically, the new vampyre's mortal statistic score becomes his new base and the added points becomes his Vampyre dValue, or VdV. This means that it is possible to have VdV's of over 100. So, an example:

Qernon is a 7th Character Level human Fighter with the following Stats:

Strength	48
Constitution	63
Dexterity	58
Intelligence	68
Wisdom	57
Comliness	78

He is made vampyre by Aloris. She has the following Stats:

Strength	62
Constitution	84
Dexterity	72
Intelligence	82
Wisdom	92
Comeliness	82

Her Stats are then divided by 10 and that number added to Qernon's as dValues. Qernon's Stats now look like this:

Strength	Base 48+VdV 6	= Total	52
Constitution	Base 63+VdV 8	= Total	71
Dexterity	Base 58+VdV 7	= Total	65
Intelligence	Base 68+VdV 8	= Total	66
Wisdom	Base 57+VdV 9	= Total	66
Comeliness	Base 78 +VdV 0	= Total	78 - Remember, this doesn't change!

Qernon's Damage Tolerance Points are also drastically affected. As a mortal, he had 153 DTP (ST 48 + CN 63 + 42 CN Bonus during 7 levels). He now adds his vampyric Strength and Constitution and divides by 2 ((52+71)÷2) to get his vampyric DTP adjustment of 62. These DTP are added to his mortal DTP at creation only, bringing Qernon's DTP to 215.

Qernon's Resistance Rolls are also adjusted according to Aloris' Statistics in the following manner:

Add Aloris' Stats: IN + WI + CN + CN to get a total. Divide by 10.
(82 + 92 + 84 + 84 = 342) ÷ 10 = 34.2 rounded down = 34

The logic is this: The IN for Gen. Magics, the WI for Psy-Sens, the first CN for Necromancy and the second CN for CN-Based Clericals. No Stat is added for Elemental Magic or Divine Influence Spells.

This 34 is added to all of Qernon's Resistance Roll percentages. Because vampyres cannot add to their Elemental or Divine Influence Resistance Rolls, this is the only time these will be affected (except for Character Level increases).

Because of the drain on Aloris' system during the creating of Qernon the vampyre, all of her Stats are halved for one full feeding period. Until her blood is replenished and her feeding schedule restored, this deficiency will last.

More changes in Qernon take place over the next few hours. His hair grows a short distance, then stops, as do his finger and toe nails. Once this growth stops, this is the condition in which he will awaken each evening. To be precise, whatever physical condition his body is in when he is made vampyre is the same physical condition in which he will awaken every evening.

Further changes include an increase in Ground Speed. Whatever it was, half of that number is added to it. For Qernon, that speed was 100 feet in 5 seconds. He can now move at 150 feet in 5 seconds.

Another of the changes is diet and methods of consumption. The incisors that are so stereotypical of vampyres are not permanently in place. They are retracted until needed. The diet is, of course, fresh blood, though not necessarily that of young virgins. Qernon can now consume the blood of any living creature, be it rat, human, or elf. He can also eat normal food, but because there is no digestive system for that, what goes in must come out, one way or another. Only sensuous pleasure is derived from eating or drinking mortal foods and drinks.

Another important change is the adjustment to nightvision. Human vampyres get 100 feet nightvision and all other vampyres get a 100% increase in their current nightvision distance (half-elf to 120 feet and half-orc to 180 feet). The sense of smell is enhanced so that a vampyre can smell the blood of any creature from a distance of 100 feet, dependent upon wind conditions.

While talking about Stats, let me just confirm that if a vampyre is "killed," resurrection is not an option, ever.

Upon becoming a vampyre, Player Characters automatically receive a new Secondary Skill called Vampyrism. Let me stress one point- this is not a skill per se; it is merely a slot in which to keep up with, or bank, Vampyre Points. The reason is this: once becoming a vampyre, all experience in any form, whether Proficiency Levels or Skill Levels, is placed in Vampyrism and banked there until used. No longer does the vampyre divide experience by his Character Level. He receives raw Vampyre Points. In assigning Vampyre Points, the gamemaster uses the following math:

Total Adventure Points ÷ # of Characters = Vampyre Points for the Vampyre

(and really quick players will note that this is equivalent to Improvement Points, or IMPS)

These Vampyre Points are then used in several ways. They can alter Statistics, add to Proficiency Levels and Skill Levels, increase Ground Speed, and adjust Resistance Rolls. This is how it's done:

A statistic increase of 1 point costs a number of Vampyre Points equal to three times the current Statistic Total.

A Proficiency Level or Skill Level increase of 1 Proficiency Level or Skill Level costs a number of Vampyre Points equal to two times the current Proficiency Levels or Skill Levels.

A Ground Speed increase of 10 feet per 5 seconds costs 50 Vampyre Points.

A Nightvision increase of 50 feet costs 50 Vampyre Points.

A Resistance Roll increase of 1% in any Resistance Roll except Elemental Magic and Divine Influence costs a number of Vampyre Points equal to the current Resistance Roll percentage. Vampyres cannot increase their Resistance Rolls in Elemental Magic or Divine Influence.

An example may be in order using Qernon:

Qernon has earned and banked 1000 Vampyre Points. He now wants to alter several of his Statistics and abilities.

Strength	52
Constitution	71
Dexterity	65
Intelligence	66
Wisdom	66
Comeliness	78

First, he wants to add to his Strength value. It is currently 52. He spends 156 Vampyre Points to change it to 53, and another 159 to change it to 54. He just spent 315 Vampyre Points to raise his Strength by two. He also wants to add to his Proficiency Levels in Medium Weapons. His current Proficiency Level in Medium Weapons is 8. He spends 16 Vampyre Points to raise it to 9, and another 18 to raise it to 10. He just spent 34 Vampyre Points to raise his Proficiency Level in Medium Weapons by two. He also wants to add to his Primary Skill of Horsemanship. His current Skill Level total in Horsemanship is 25. He spends 50 Vampyre Points to raise his Skill Levels to 26. He'll also increase his Ground Speed by 20 feet per 5 seconds at a cost of 100 Vampyre Points. He has now spent a total of 315 + 34 + 50 + 100 = 499 Vampyre Points. This leaves him with 501 Vampyre Points which he can keep banked in the Secondary Skill of Vampyrism for later use.

Another innate ability of the vampyre is to sense other vampyres within a certain radius. It starts out as a 25 feet radius. As a vampyre gets older, this radius increases at the rate of 5 feet per year. Yes, this means that an ancient vampyre will eventually be able to sense vampyres all over the globe. One point to be made here: The older a vampyre gets, the less sensitive this sense becomes, not because he loses some of it, but because it becomes overloaded. The older vampyre must concentrate on not hearing others, instead of the other way around. But, an advantage to this is that the older vampyres can pick and choose which vampyre he wants to hear. This is especially true between progenitor and offspring. The progenitor can always locate and listen to his offspring, regardless of the distance between them, though the offspring cannot do the reverse. Finally, after several centuries, older vampyres will not hear each other (except in the case of progenitor/offspring), though they can feel each other through the younger vampyres. This feeling is just a vague idea of where the older vampyre is.

As the vampyre ages, his immunity to extremes of heat and cold become stronger. Eventually, these extremes will not matter. He will be able to walk through ice storms or survive ultra-hot ovens (as long as there is no open flame).

Because he does not breathe, a vampyre can swim underwater forever. Or survive poisonous gas attacks, blah blah blah.

Next is the ways in which a vampyre travels. Turning into a bat or a wolf is no longer the case. If the vampyre wishes to become a Mage and learn a spell to shape-change himself, he is certainly able to do so, but this is not an innate ability of the vampyre. Instead, the vampyre has the ability to move at incredible speed, even when he is very young. Initial gains in speed are left to gameamster's discretion.

The vampyre can climb with amazing speed. He can climb any surface, except, maybe, glass. Some would say that ice is impossible, but if you have the strength to dig your fingers into the ice itself, you can climb it, and vampyres have that kind of strength.

A vampyre can also fly in his bodily form once he becomes old enough to realize that he can. It requires merely the desire to do so, but this realization usually does not come until the vampyre is several centuries old. Many vampyres do not get that old. Because this is rather arbitrary, let's call it gamemaster's discretion.

Now, how does one kill a vampyre? Basically, there are only three ways of doing this. The first is decapitation. Take the head off the vampyre's shoulders and it dies, instantly. There is no pile of ash because the vampyre has kept his body cells rejuvenated with the blood of its victims.

Secondly there is exposure to sunlight. A vampyre is resistant to the rays of the sun for a number of seconds equal to his Constitution plus one second for every year of vampyric life. So, in other words, a vampyre who has lived 100 years vampyrically and has a Constitution of 83 has 183 seconds of exposure before bursting into flames. If the vampyre is exposed to sunlight for less than his maximum time and retreats to safety, it will take one feeding period for him to regain his exposure time.

Thirdly is to drain all of a vampyre's blood from his body. This is usually an option only for other vampyres. If a vampyre does suck all the blood from another vampyre, the victor's Stats will increase as if he had just been made a vampyre- 10% of the dead vampyre's Stats are transferred to the victor's VdV. Mortals drinking vampyre blood will gain the same Stat bonuses, but only for one day and night, after which a two day period of extreme stomach pain and vomiting will ensue. This mortal will not become a vampyre just from the drinking, and blood transfusions with vampyre blood only causes pain to the recipient.

I think I've covered just about everything except this one thing. Vampyres can only be human or demi-human: Human, Human Half-Elf, and Human Half-Orc. That's really about it. If you want a logical reason for this, it's because the other races are too closely related to the gods that created them and their blood is completely incompatible with the virus/ curse/ hunger/ thirst of the vampyre. Don't get me wrong here. An elf makes just as good a meal as anyone, but if an attempt is made

to make an elf an acolyte, or even a pseudo-immortal, the blood exchanged will cause the elf to hemorrhage and die within an hour and will cause the vampyre a lot of pain due to the lost blood. The vampyre, too, will not be able to feed for two days, making him very weak, etc. This blood thing is true for all nonhuman and non-demi-human species. Period. No exceptions.

Now, the vampyre in character classes.

Cleric: Because the vampyre has no soul, the gods could care less whether he exists or not, and because he is immortal, they probably would like the vampyre destroyed, but they'll usually take their own good time about it. So, a vampyre cannot be a Cleric as such. Again, though, there is an exception. If a vampyre chooses to assist one god exclusively as if he were a Cleric, that god might see fit to grant some clerical powers to the vampyre. These powers are in addition to the Cleric-like powers the vampyre gains as innate abilities once created:

(1) Restore- all damage is healed during resting periods. This is all damage, with the possible exception of fire damage. The vampyre simply wakes up the next night completely healed. The healing of burns takes longer and uses up Constitution points in this fashion: one Constitution point per DTP of fire damage. These Constitution points are never regained, except through the expenditure of Vampyre Points.

(2) Sphere of Darkness- this is just like the clerical spell, except that it is an innate ability 5 times per day. The vampyre creates a sphere of darkness with a 15 foot radius. Because this is not a spell, the radius never changes. Of course, the vampyre is free to become a Mage (as opposed to a Cleric) and learn the spell where radius does increase.

(3) Detect Deception- this is 5 times per day and due mostly to his enhanced mental capacities.

(5) Detect Clerical Magic- this is because of the absence of a soul. Just as mortals cannot normally do this, vampyres can.

(6) Summon Forest Creature- almost exclusively wolves and bats. The vampyre does not know how many will respond, just that at least one will. This is a consolation prize for not being able to turn into one.

Now, this all adds up to the vampyre being a very powerful Cleric-type, but note that none of these "spells" can be transferred to a scroll or their effects upon other characters. All effects are directly connected to the vampyre. If a god so chooses, though, he can aid a vampyre if he feels the vampyre may actually serve a purpose.

Fighter: For obvious reasons, the vampyre makes an excellent Fighter. His strength, agility, and innate abilities make him the perfect fighting machine. He can use any weapon, is not restricted as to armour, has an eternity to learn new weapons, and can remember most of everything else.

Mage: Again, the vampyre makes an excellent Mage, though he is restricted in one respect- he cannot use necromancy as he has no soul with which to bargain with the lesser demons necromancy calls upon. This is really limiting (full sarcasm meant here). There is even an exception here. If the vampyre is able to provide a service one of these demons may need, the demon may grant him certain temporary abilities, but this would be a shaky agreement at best.

The vampyre does get some innate spell-like abilities, however.

(1) Move Silently- this is a constant thing. If the vampyre actually wants to make his footsteps heard, he needs to consciously try to do this.

(2) Shadow Vision- this is because the vampyre himself is not a natural part of the world. He can see anything that manifests itself on the plane he is currently inhabiting. This is innate and all he has to do is want to do it and it's done. No limit per day. Period.

(3) Wraithform- Because of their affinity with darkness and shadow, the vampyre can move amongst them invisibly, but if they step into the light, well, they can be seen. This, too, is automatic and if the vampyre wants to be seen in shadows, he must make the conscious effort to subdue this power.

Thief: Obviously, with his speed, agility and ability to move invisibly in shadows and silently as well, the vampyre makes an excellent thief. I don't know what else has to be said here.

Multi-Classing: Why not? As the vampyre is immortal, there is no reason for him not to learn other Proficiencies. Of course, some things are out, as mentioned above; however, there are many ways for a vampyre to multi-class into at least three of the basic classes as a Fighter/Mage/Thief. Think about it.

There is one last group of beings we need to cover here. They are neither monsters nor characters, but they do tend to drive the strongest of men and the most devout of characters. These beings are the gamemaster's own mythological beings. They are gods and deities in the same sense that the Greek gods are- they exist as fantastic mythological beings within the game. So, how to give birth to a god, or...

Last bets, please!

It's just a game! I promise. When I created the fictional deities of The Carousel, I made up names from old girlfriends, novels I had read, from my own name... I wanted no one to be able to say I had stolen them from actual religions or make a big to-do of it. Boy, was I over-estimating common sense. This is just a game.

Gods are a touchy subject. Let me state here, yet again for the record, that this is a game, not an alternate belief system. With that said, I'll go into how a gamemaster might choose to describe the deities found in his playing world.

I started out gamemastering under an entirely different gaming system, way back in the 1970s. Rules were scarce- there weren't many source books from which to pull, so I used what I already knew- Greek and Roman mythologies. I chose a few I knew I could describe well and went to my sources, most especially *Hamilton's Mythology*. I used the names and descriptions, and when it came time for my players' characters to meet a god, I made the quick decision that the gods are indeed both omniscient

and omnipotent- mortals do not touch the gods unless the gods desire to be touched. I also decreed that they could not be killed. I have since built upon these guidelines and have come up with several others:

(1) Deities know everything (though, sometimes, not all at once).
(2) Deities can do anything with just a thought if necessary.
(3) Deities cannot be destroyed by mortals unless all those mortals who believe in them are also destroyed, which often includes the character inducing the destruction.
(4) Deities do not intentionally meddle in the affairs of mortals.
(5) Deities do not provide direct assistance for mortals; they use Divine Agents to assist those mortals who serve them loyally.
(6) Deities are not created as an ego trip for the gamemaster- they are used sparingly to bring color to the story, not to save the day.

Using these guidelines, I began creating my own deities for my own playing world, called The Carousel. I started out with the few gods I knew I would need, drawing from several of the ancient mythologies to let me know what I needed: a sun god, a moon god, a god of nature, elemental deities (earth, wind, water, fire), a father figure, a mother figure. I came up with names for these deities. I did not use existing names because I did not want anyone confusing my game world for the real one. This may seem silly, but it was a precaution I chose to make and I am very glad I did. Some of the names I modified from literature I had read; others I modified from people I knew or believed important; still others I made up from scratch, just jotting down names until I found one I liked.

The descriptions of these gods came from my imagination- a giant tree with eyes of rock and arms made of thick branches; a beautiful young girl, small and perfect, but with eyes and a smile that belie her seeming innocence; a tall wolf-creature, not a werewolf, but similar, with a short snout and sharp teeth, wearing glimmering armour ever changing in color and form. The best sources for ideas are fantasy novels. Go read a few.

Once you have the names and descriptions of the gods you want to use, don't think it's finished in stone. I came back to my list and added more, filling in gaps, adding brothers and sisters and parents to these gods, creating a political structure and power struggle between them. It is this struggle that moves most of the adventures on The Carousel. So, build relationships between these gods, their churches, and their clerics and worshippers. Which churches like or hate which others? Are holy wars a regular thing? Do the churches have need of hired mercenaries? As you can see, the addition of original, colorful, and not entirely perfect deities can add enormously to the game. I realize this has just scratched the surface, but the creation of the deities is something for you to do alone. Read some mythologies. Read some novels. Write some origins. Most of all, have fun.

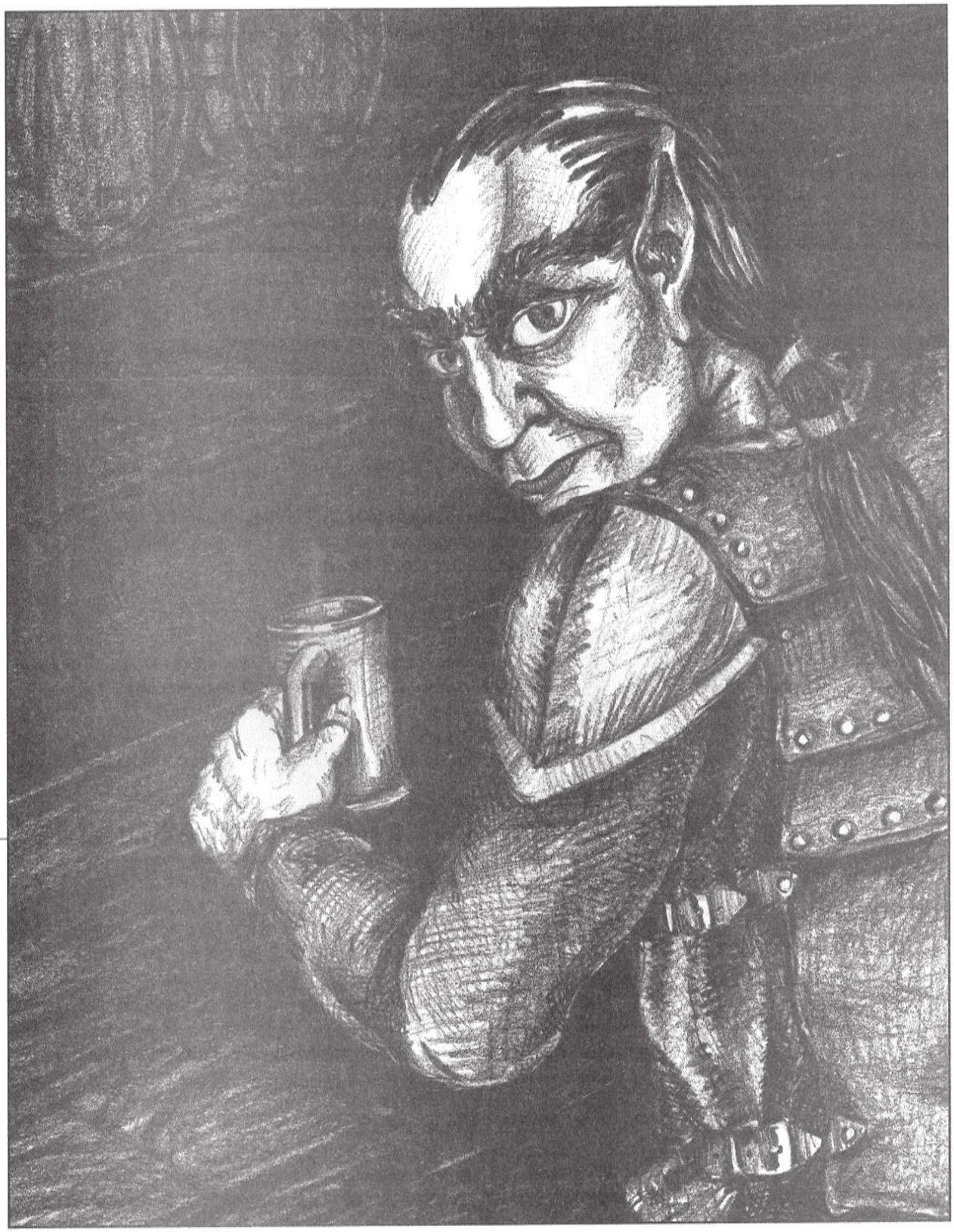
Glossary and Index

I was wondering what the special of the day was, what was good to drink. I tapped him on the shoulder, expecting something a little less frightening. I was expecting a human. Silly me. This was the city of Cymor, a huge ring-walled city where all the races mixed. The man I had tapped on the shoulder turned and I saw the exaggerated features of the half-orc. I was shocked and, for a moment, frightened.

"Um... what's good?" I asked nicely. I'm good at that.

"Well," he said, in perfectly accented Common, "I highly recommend the pheasant under glass, if you have the means. If not, the roast lamb is also good. To drink, I recommend the house ale. It is full-bodied and, if it doesn't put hair on your chest, you're not alive to enjoy it."

I will never rely on stereotypes again.



Glossary and Index

This is not your average Glossary or your average Index. I've integrated the two so that, when you look a word up in the Glossary to see what it means, any Indexed reference to that term is listed immediately beside the term in the sidebar note- you don't have to look the term up in a separate section called the Index... it's right here!

Abbreviations and Symbols: all of the abbreviations and symbols used in *Legendmaker* are defined below-

&- read as the word "and"
÷ - read as "divided by" (mathematical operation)
- - read as "minus" (mathematical operation)
× - read as "multiplied by" (mathematical operation)
- read "number of," i.e. "# Attacks" is "Number of Attacks"
/ - read as the word "per," i.e. "10 ft / SP" is "10 feet per Spell Point"
%- read as "percent" (mathematical operation)
+ - read as "plus" (mathematical operation)
Adj. Base - Adjusted Base
C - "Cleric" (will always be uppercase)
CC - Combat Cycle (measure of time, typically 5 seconds)
CHIMPS - Character Improvement Points
CL - Character Level
CN - Constitution (a character Statistic, will always be uppercase)
CN Adj - Constitution Adjust (a Statistic Adjust)
CN-Based - Constitution-Based Spells (Clerical school of magics)
CO - Comeliness (a character Statistic, will always be uppercase)
CO Adj - Comeliness Adjust (a Statistic Adjust)
cp - Copper Piece (monetary unit)
cr - "Creature" (will always be lowercase)
dam - "Damage" (will always be lowercase)
DAP - Defense Adjustment Percentage
DT - Damage Tolerance
dV - Dice Value (total of a number of dice rolled during Character Creation)
DX - Dexterity (a character Statistic, will always be uppercase)
DX Adj - Dexterity Adjust (a Statistic Adjust)
F - "Fighter" (will always be uppercase)
ft - foot or feet (linear measure of distance)
gp - Gold Piece (monetary unit)
IMPS - Improvement Points
in - inches (linear measure of distance, will always be lowercase)
IN - Intelligence (a character Statistic, will always be uppercase)
IN Adj - Intelligence Adjust (a Statistic Adjust)
Init - Initiative
lbs - pounds (measure of weight)
Life Exp - Life Expectancy
LM - *Legendmaker*
M - "Mage" (will always be uppercase)
Max - Maximum
min - minutes (measure of time, will always be lowercase)
Min - Minimum
MVP - Monster Value Points
NPA - Non-Player Adventurer
oz- ounce (measure of liquid volume)
PCA - Percent Chance to Achieve

PIMPS - Proficiency Improvement Points
PL - Proficiency Level
pp - Platinum Piece (monetary unit)
Prof. Levels - Proficiency Levels
Psi - "Psionic"
R/W - "Read/Write" (will always be uppercase)
rad - radius (linear measure of circular area, will always be lowercase)
SAB - Standard Adventurer's Backpack (found in the Quick Sheets)
sec - seconds (measure of time)
SKIMPS - Skill Improvement Points
SL - Skill Level
sp - Silver Piece (monetary unit)
SP - Spell Points
ST - Strength (a character Statistic, will always be uppercase)
ST Adj - Strength Adjust (a Statistic Adjust)
Stat Adj - Statistic Adjust (used in Skills)
Stats- "Statistics"
T - "Thief" (will always be uppercase)
Total CN - Total Constitution value (Base + dV)
Total CO - Total Comeliness value (Base + dV)
Total DX - Total Dexterity value (Base + dV)
Total IN - Total Intelligence value (Base + dV)
Total ST - Total Strength value (Base + dV)
Total WI - total Wisdom value (Base + dV)
U - Unleveled (denotation for an Unleveled spell)
WI - Wisdom (a character Statistic, will always be uppercase)
WI Adj - Wisdom Adjust (a Statistic Adjust)
Xd10 - a number of ten-sided dice to roll, i.e. 2d10 = to roll two dice and add
Xeno - "Xenomorph," a character Race
yd - Yard (linear measure of distance (3 feet), will always be lowercase)

Adjusted Base (Adj. Base): a number describing a character's Base Percent Chance to Achieve an attempted action after all modifiers have been taken into account — *28, 64, CS2*

Adjusted DAP: a number describing a character's total Defense Adjustment Percentage after all modifiers have been taken into account — *26, 62, CS1*

Adjusted Initiative: a number describing a character's adjustment to his Initiative after all modifiers have been taken into account — *27, 62, CS1*

Adjusted Parry: a number describing a character's total adjustment to parry a successful attack. — *27, 62, CS1*

Adventure: a gaming session or series of sessions that begins and completes a story. Your characters go off and find the treasure and bring it back. — *14*

Adventure Points: a banking of points that your gamemaster will divide among all players as Improvement Points (IMPS). — *14, 137*

Glossary and Index

14, 24, 62, CS1 — **Age**: refers to your character's age. This is divided into two types- Natural Age and Unnatural Age. Natural Age refers to how long your character has lived. Unnatural Age is your character's Natural Age plus any unnatural aging your character may have suffered through contact with aging magics or resurrections.

14, 221, CS1 — **Armour Type DAP**: the Defense Adjustment Percentage associated with certain armour types-

14, 221, CS1 — **Shield, Basic**: +5 (wooden or metal, large or small)
14, 221, CS1 — **Shield, Shireling**: +6
14, 221, CS1 — **Shield, Dwarven**: +7
14, 221, CS1 — **Leather Armour, Basic**: +15 (padded soft leather or thick hard leather)
14, 221, CS1 — **Leather Armour, Shireling**: +16
14, 221, CS1 — **Studded Leather Armour, Basic**: +20 (same as above, with metal studs)
14, 221, CS1 — **Studded Leather Armour, Shireling**: +21
14, 221, CS1 — **Chainmail, Basic**: +30 (small linked rings forming a continuous sheet)
14, 221, CS1 — **Chainmail, Dwarven**: +31
14, 221, CS1 — **Chainmail, Elven**: +32
14, 221, CS1 — **Chainmail, Darkling**: +33
14, 221, CS1 — **Platemail, Basic**: +40 (forged or beaten plates of metal)
14, 221, CS1 — **Platemail, Elven**: +41
14, 221, CS1 — **Platemail, Dwarven**: +42

49 — **Assassin**: a fighter character who has chosen to specialize in killing for monetary recompense.

14 — **Campaign**: your character's entire history within a playing world, comprised of many adventures.

14 — **Character**: your persona in your gamemaster's imaginary world.

14,46-59,CS1, CS2 — **Character Class**: your character's choice of profession (or professions) in your gamemaster's world:

14, 48, 78-121, CS2 — **Cleric**: a holy man
14, 48, CS2 — **Fighter**: a mercenary, knight, etc.
14, 49, 78-121, CS2 — **Mage**: master of cosmic forces
14, 50, CS2 — **Thief**: procurer of other people's money and stuff

60-77 — **Character Creation and Maintenance**: a section of this book dealing with the construction of a playable character and the improvement of that character..

138 — **Character Improvement Points (CHIMPS)**: see Improvement Points

14, 25, 62, CS1 — **Character Level (CL)**: a semi-arbitrary method of comparing your character's abilities to another's. The higher your Character Level, the better off you are.

14, 32-45, 218-220, CS1 — **Character Race**: your character's race. *Legendmaker*'s fantasy module uses many races- dwarf, elf, gnome, half-elf, half-orc, human, kaynyn, pheelyne, shireling, and xenomorph. These races are described further in the Character Races section.

Class: see Character Classes	*CS1*
Class Base: a base percentage at which Proficiencies start. There are three Class Bases:	*18, 64, CS2*
Primary Class Base = 30%	*18*
Secondary Class Base = 15%	*18*
Tertiary Class Base = 5%	*18*
Cleric (C): a holy man (see Character Class)	*14, 48, 78-121, CS2*
Cleric Spells: a section in this book describing the various spells used by Cleric characters.	*86-99, 224-226*
Clericy: a school of Clerical magic (see Spells)	*20, CS2*
Climb Walls: climbing walls of various textures (see Thief's Arts)	*21, CS2*
Combat Adjust: an adjustment made to the Parry Base. The Combat Adjust is one tenth of a character's Weapon Proficiencies.	*62, CS1*
Combat Cycle (CC): an imaginary unit of time comprised of five seconds of game time. A Combat Cycle is divided into three distinct periods- 2 seconds for your attack, 2 seconds for your opponent's attack, and one second of movement.	*15, 134*
Comeliness (CO): a scale of physical attractiveness (see Statistics)	*20, CS1*
Comeliness Adjust (CO Adj): an adjustment based on the Comeliness divided by 10 and rounded down	*CS1*
Competency Level: a semi-arbitrary way of determining your character's ability level in his Skills. There are two kinds of Competency Levels- Primary Competency Level and Secondary Competency Level. The formulae for determining your character's Competency Levels are found on Page Three of the Character Sheet.	*15, 138, CS3*
Constitution (CN): how healthy or sturdy your character's body is (see Statistics)	*20, CS1*
Constitution Adjust (CN Adj): an adjustment based on the Constitution divided by 10 and rounded down	*CS1*
Constitution-Based (CN-Based): a school of Clerical magic (see Spells)	*20, CS2*
Convert Points: credit towards a character's Godcall received by converting other characters or Non-Player Adventurers to your character's church. It is equal to the converted character's Character Level.	*27, 62, CS1*
Copper Piece (cp): a monetary unit (see Personal Worth)	*18, CS1*
Creature (cr): any living thing not a plant	

Glossary and Index

Damage (dam): how much damage a weapon or spell does

15, 62, CS1

Damage Tolerance (DT): a measure of how much damage your character's body will tolerate before it decides to shut down. As long as your DT is above zero, your character has a good chance of remaining conscious. When the DT drops to zero or below, your character is unconscious. When the DT drops to -10 or -10% of the total (whichever is lower), your character is considered dead... its body has taken too much damage. The formula for determining your character's Damage Tolerance is found on Page One of the Character Sheet.

16, 83

Death: as mentioned earlier, death occurs when your character's Damage Tolerance drops to -10 or -10% of his total. This is not necessarily the end of the character, however. There are certain rituals or items that can be used to bring the character back from the dead, so don't just rip that character sheet in half.

16, 26, CS1

Defense Adjustment Percentage (DAP): a measure of the amount of armour or protective equipment your character uses to defend his body's Damage Tolerance. It can be armour, magic, electrical energy field. The higher this number, the better. The formula for determining your character's Defense Adjustment Percentage is found on Page One of the Character Sheet. You can list your Defense Adjustments on Page Four of the Character Sheet.

14, 31, 68, CS4

Defense Adjustments: any Dexterity Adjust or armour your character wears to protect him from Damage.

20, CS2

Defensive: a school of both Clerical and Mage magic (see Spells)

21, 50, 124, CS2

Deception: how to lie successfully (see Thief's Arts)

20, CS1

Dexterity (DX): a measure of your character's coordinative skill (see Statistics)

CS1

Dexterity Adjust (DX Adj): an adjustment based on the Dexterity divided by 10 and rounded down

16, 22

Dice: random number generators, no batteries required. *Legendmaker* uses only ten-sided dice available from good hobby shops everywhere.

Dice Value (dV): the number totaled after rolling Statistic Dice

21, CS2

Disguise: how to create disguises, from simple to very complex (see Thief's Arts)

20, CS2

Divine Influence: (1) direct influence of a god or goddess on the direction of the gamemaster's story. (2) a school of Clerical magic (see Spells)

173-175

Dragons: a special monster section

20, CS2

Elemental: a school of Mage magic (see Spells)

Equipment: refers to all things your character carries other than armour and weapons. This includes your character's clothing, backpack, accoutrements, etc. *16, 31, 68, 221, CS4*

Eye Color: what color your character's eyes normally appear to be (see General Description) *CS4*

Fantasy Character Sheets: four pages that describe player characters *24-31, 60-77, CS1-4*

Fantasy Classes: a section of this book defining the character Classes for the playing characters. *14, 46-59, CS1*

Fantasy Quick Sheets: a section of the book designed to aid advanced players and gamemasters by putting all the information into a quickly accessed, condensed format. It is advisable to read the text thoroughly, and understand it before relying solely on the Quick Sheets. But, once you are familiar with the system, the Quick Sheets are all you need. *218-229*

Glossary and Index

14, 32-45, 218-220, CS1 — **Fantasy Races**: a section of this book defining the character Races for the playing characters.

14, 48, CS2 — **Fighter (F)**: a mercenary, knight, etc. (see Character Class)

8 — **Finite Game**: a game with a definite beginning and ending (see Games)

Foot (or feet) (ft): unit of linear measurement of distance

8 — **Games**: there are two kinds of games-

8 — **Finite Game**: a game with a definite beginning and ending
8 — **Infinite Game**: a game that has no definite beginning or ending

9, 122-143, CS1 — **Gamemaster**: he who is in charge of the storyline. The gamemaster creates the story and all the people in the playing world. He is the innkeeper who overcharges your characters for dinner, the magistrate who lets them go on condition they never return. He is the orc king, the troll under the bridge. The gamemaster keeps things moving. There is an entire section devoted to the gamemaster and what he must do.

122-143 — **Gamemastering**: a section of this book describing the rewarding job of the gamemaster.

30, 35-45, 68, 218-220, CS4 — **General Description**: a section of the Character Sheet designed for a physical description of your character so that, when some other player asks what you look like, you don't have to stumble and say, "Um... er... give me a minute... Um...." The General Description section consists of the following traits of your character:

35-45, 218-220, CS4 — **Height**: how tall your character is from flat foot to top of head
35-45, 218-220, CS4 — **Weight**: how much your character weighs (in pounds)
35-45, 218-220, CS4 — **Hair Color**: what color your character's hair normally appears to be
35-45, 218-220, CS4 — **Eye Color**: what color your character's eyes normally appear to be
35-45, 218-220, CS4 — **Nightvision**: how far your character can see in complete darkness
35-45, 218-220, CS4 — **Ground Speed**: how fast your character can run at a sprint, measured in feet per five seconds

200-217 — **Glossary and Index**: this section of this book

82 — **Glyph**: a painted or inked symbol holding the force and trigger for a held spell.

16, 27, 62, CS1 — **Godcall**: an attempt by a character to plead for his god's assistance in a matter of life or death. It is possible that a devout character's pleas may be heard and acted upon to keep him from death. I do not recommend using the godcall often. The formula for determining your character's chance to successfully perform a Godcall is found on Page One of the Character Sheet.

18, CS1 — **Gold Piece (gp)**: a monetary unit (see Personal Worth)

Ground Speed: how fast your character can run at a sprint, measured in feet per five seconds (see General Description) *35-45, 218-220, CS4*

Hair Color: what color your character's hair normally appears to be (see General Description) *35-45, 218-220, CS4*

Hand Weapons: small, hand-held weapons, can be thrown up to 15 feet, cause 2d10 of damage (see Weapons) *21, 221, CS2*

Height: how tall your character is from flat foot to top of head (see General Description) *35-45, 218-220, CS4*

70, 137 **Improvement Points (IMPS)**: points given to the player as a way of increasing character abilities. These Improvement Points are subdivided into several other types, based on the formula in the Gamemastering Section:

137, 138 **Improvement Points (IMPS)**
138 **Character Improvement Points (CHIMPS)**
138 **Skill Improvement Points (SKIMPS)**
138 **Proficiency Improvement Points (PIMPS)**

16 **Individual Initiative**: see Initiative

8 **Infinite Game**: a game that has no definite beginning or ending (see Games)

16,17, 27, 125, 134, CS1 **Initiative (Init)**: (1) a roll made to determine which characters and opponents move in what order. (2) adjustments made to the initiative roll based on your character's Dexterity rating. The formula for determining Initiative is listed on Page One of the Character Sheet

16, 17, 27, 134 **Initiative Cycle**: the sequence of events governing game combat. There are two kinds of Initiative Cycles-

16 **Individual Initiative**: used to determine which individual attacks or moves first-

(1) Each player declares his character's intentions should he win initiative.
(2) Each player rolls 1d10 and adds his character's Adjusted Initiative value.
(3) The gamemaster rolls 1d10 adding appropriate Initiative Values.
(4) The character or NPA with the lowest number moves first, continuing round-robin style until all players and all gamemaster NPAs have had their turn. If a character chooses, he may decline the use of his initiative and do nothing when it becomes his turn.
(5) The Combat Cycle is played out.
(6) A new Combat Cycle begins with a new declaration of intentions.

17 **Party Initiative**: used to determine which party or group of characters attacks or moves first-

(1) Each player party member declares his character's intentions should the party win initiative.
(2) A single party member rolls 1d10 and adds his Adjusted Initiative value.
(3) The gamemaster rolls 1d10 adding an appropriate Initiative Value.
(4) The party with the lowest number moves first. Whichever party wins initiative continues with their declared actions. The party that loses initiative can, when it comes their turn to do so, continue with declared actions, or choose to do nothing.
(5) The Combat Cycle is played out.
(6) A new Combat Cycle begins with a new declaration of intentions.

Intelligence (IN): how smart your character is (see Statistics)	*20, CS1*
Intelligence Adjust (IN Adj): an adjustment based on the Intelligence divided by 10 and rounded down	*CS1*
Introduction: a section of this book introducing the player to roleplaying and *Legendmaker*	*6-11*
Klepto-Concealment: the larcenous form of sleight of hand (see Thief's Arts)	*21, 125, CS2*
Pounds (lbs): a measure of weight	
Legendmaker **(LM)**: this roleplaying system	
Life Expectancy (Life Exp): how long a character will live, on average	*35-45, 218-220, CS4*
Long Distance Weapon: over 90 yard projected range, cause 4d10 of damage (see Weapons)	*21, 221, CS2*
Long Weapons: 5 - 7 feet, or heavily weighted headed, cause 5d10 of damage (see Weapons)	*21, 221, CS2*
Lycanthropes: a special monster section	*175-177*
Mage (M): master of cosmic forces (see Character Class)	*14, 49, 78-121, CS2*
Mage Spells: a section of this book describing the spells used by Mage characters	*100-113, 227-229*
Magic Items: a section of this book describing some of the items of power a gamemaster might use in his games.	*84-85, 114-121, CS4*
Mechanics: a section of this book describing how to play *Legendmaker*	*12-31*
Medium Distance Weapon: 60 yard projected range, cause 3d10 of damage (see Weapons)	*21, 221, CS2*
Medium Weapons: 3.5 - 5 feet, or medium-weight head, cause 4d10 of damage (see Weapons)	*21, 221, CS2*
Minimum (Min): the smallest number of something	
Minute (min): a measure of time	
Monster: any creature used by the gamemaster as an opponent or non-playing adventurer.	*17, 144-199*
Monster Value Points (MVP): a number of Adventure Points a certain monster or creature is worth	*147-148, 149-199*

Glossary and Index

144-199 **Monsters**: a section of this book describing some of the monsters the gamemaster might use in his games.

62, CS1 **Natural Age**: refers to how long your character has lived

20, CS2 **Naturalist**: a school of Clerical magic (see Spells)

20, CS2 **Necromancy**: a school of Mage magic (see Spells)

35-45, 218-220, CS4 **Nightvision**: (1) the ability some races have to see in utter darkness (2) how far your character can see in complete darkness (see General Description)

17, 135 **Non-Playing Adventurer (NPA)**: any character used by the gamemaster that is not played by a player.

22 **Normal Roll**: a roll made with a number of d10 added together to get a sum

20, CS2 **Offensive**: a school of both Clerical and Mage magic (see Spells)

21, 221, CS2 **Open Hand**: hand, fists, or feet (or other body parts), cause 1d10 of damage (see Weapons)

21, 50, CS2 **Open Locks**: the ability to open locks of both turnkey and combination varieties (see Thief's Arts)

17, 31, 68, CS4 **Organizational Memberships or Affiliations**: any clubs, groups, professional organizations with which your character may be affiliated. This includes churches, gangs, guilds, etc. Your character may be involved with more than one of these.

17, 27 **Party Initiative**: see Initiative

18, 22, CS2, CS3 **Percent Chance to Achieve (PCA)**: a number interpreted as a percentage showing your character's ability to do something- swing a sword, pick the lock, cast the spell.

22 **Percentile Roll**: a roll made with 2d10 to indicate a percentile between 1 and 100.

18, 27, CS1 **Parry**: (1) during combat, your character's chance to ward off a successful attack by blocking his opponent's weapon with his own. (2) adjustments made to the parry roll based on your character's Dexterity. The formula for determining your character's Parry percentage is found on Page One of the Character Sheet.

A Parry is performed in this manner-

(1) A successful attack roll is made against a character or NPA.
(2) The player makes a Percentile Roll. If this Percentile Roll is under the successful attack roll plus the parrying character's Adjusted Parry, then the successful strike is parried and does no damage to the character.

Personal Worth: how much your character is worth monetarily. Your gamemaster will probably determine this and will use units of his own choosing- gold pieces, credit units, dollars... whatever. Your character's Personal Worth is found on Page One of the Character Sheet. *18, 26, 62, CS1*

1 pp = 10 gp (imagine a $10 coin) *18*
1 gp = 10 sp (imagine a dollar) *18*
1 sp = 10 cp (imagine a dime) *18*
1 cp = the lowest monetary unit (imagine a penny) *18*

50 coins per pound seems to work well.

Glossary and Index

18 **Plane**: usually refers to an alternate world. This also usually refers to the elemental planes of air, earth, fire, lightning, sound, and water. Other elemental planes can be created by the gamemaster at his discretion.

Platinum Piece (pp): a monetary unit (see Personal Worth)

10, 18, CS1 **Player**: a person who agrees to play the game by creating a character and roleplaying that character in the gamemaster's world.

21, 221, CS2 **Pole Arms**: 7 feet long with head, cause 6d10 of damage (see Weapons)

18, 64, CS2 **Primary Class Base**: the base PCA for a character's Primary Class, equal to 30%

66, CS3 **Primary Skill Base**: the base PCA for a character's Primary Skills, equal to 30%

18, 28, 48-51, 64, CS2 **Proficiency**: something your character learns to do during his apprenticeship as a Cleric, Fighter, Mage, or Thief. There are three kinds of proficiencies- Primary, Secondary, and Tertiary. Each of these has its own Base PCA and is modified by your character's Statistics. The formulae for determining your character's Proficiency Levels are found on Page Two of the Character Sheet.

138 **Proficiency Improvement Points (PIMPS)**: see Improvement Points

18, 64, 70, CS2 **Proficiency Level (PL or Prof. Levels)**: a measure of how proficient your character is in his Proficiencies. Higher numbers equal better knowledge of the proficiency.

21, 50, CS2 **Prowl**: to move silently and without drawing attention to oneself (see Thief's Arts)

18, 31, 41, 68, CS3 **Psionic Abilities**: a human character's natural spell-like abilities.. The formula for determining your character's Psionic Abilities is found on Page Four of the Character Sheet.

Psionics (Psi): see Psionic Abilities

18, 41, CS3 **Psi Points**: a measure of how powerful your character's Psionics are. Once your character has used up all of his Psi Points, he must rest to build them back up, like recharging a battery.

20, CS2 **Psycho-Sensory**: a school of Mage magic (see Spells)

218-229 **Quick Sheets**: a section of this book with all the information condensed into a few pages

14, 32-45, 218-220, CS1 **Race**: see Character Race

19, 30, 35-45, 218-220, 66, CS3 **Racial Special Abilities**: these are spell-like abilities that nonhuman races have as natural talents. The formula for determining your character's abilities to use these Special Racial Abilities is found on Page Three of the Character Sheet.

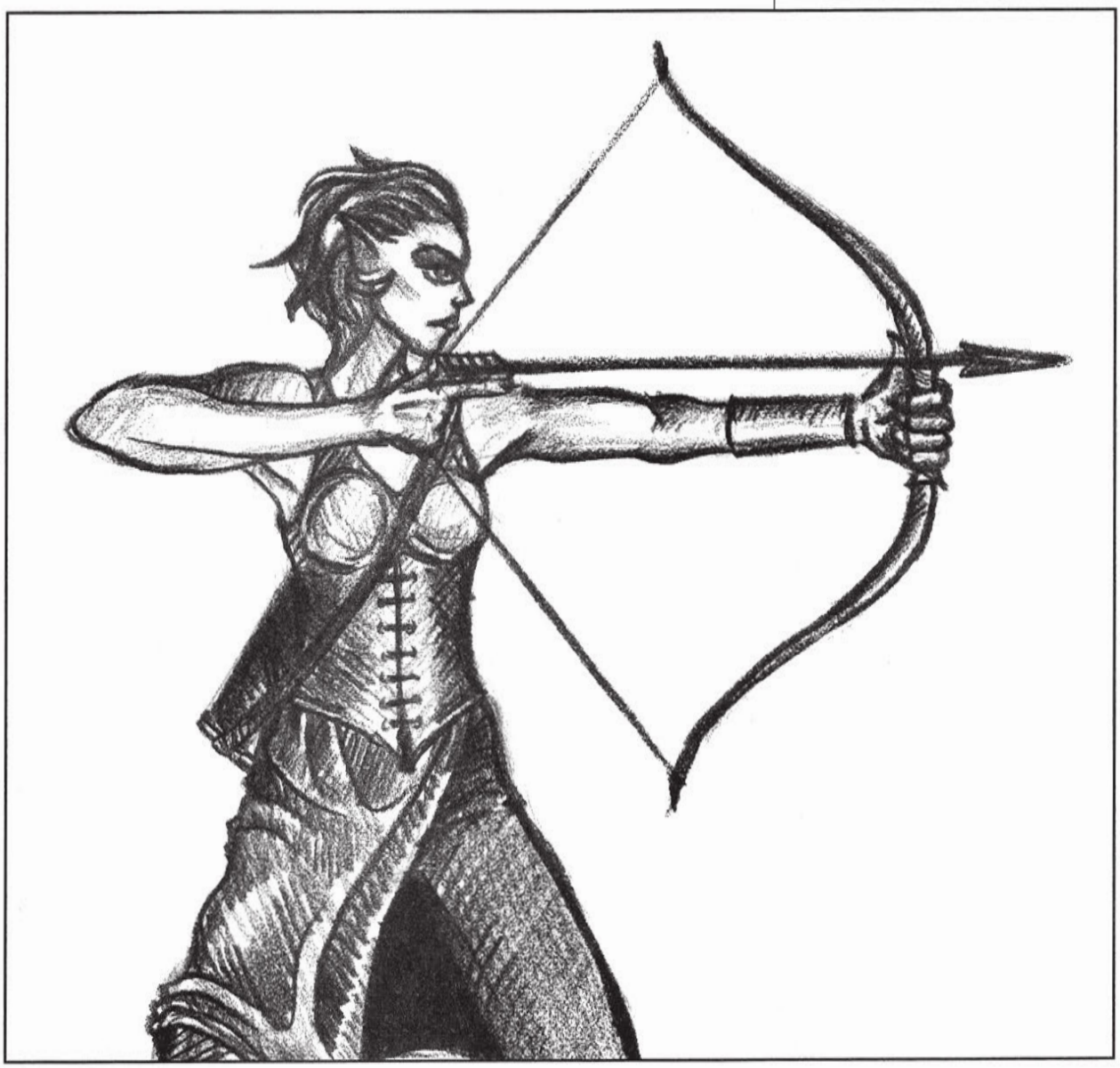
Radius (rad): the distance from the center of a circle to its edge

Resistance Rolls: your character's natural ability to resist magics and psionic attacks — *19, 27, 62, CS1*

Resurrection: a clerical ritual allowing the cleric to bring a dead character back to life — *83*

Ritual: the physical motions and drawings involved with certain spellcastings. These are discussed further in the Spellcasting section of the book. — *19, 83-85*

Roleplaying: the assumption of a character role in your gamemaster's world. It is essentially improvisational acting. — *19*



Glossary and Index

82 **Scroll**: a piece of paper or parchment with a spell inscribed upon it with magical ink. Reading the scroll releases the spell.

18, CS2 **Secondary Class Base**: the base PCA for a character's Secondary Class, equal to 15%

CS3 **Secondary Skill Base**: the base PCA for a character's Secondary Skill, equal to 15%

Seconds (sec): a unit measurement of time

19 **Session**: a single meeting to continue a game. The adventure may or may not be finished during a single session.

19, 62, CS1 **Sex**: refers to character gender. There are actually three genders- male, female, and Xenomorph. The Xenomorph has no gender of its own, but assumes the gender of the person into whom it morphs.

21, 221, CS2 **Short Distance Weapon**: 30 yard thrown range, cause 2d10 damage (see Weapons)

21, 221, CS2 **Short Weapons**: 1 - 3.5 feet, or lightly weighted head, cause 3d10 of damage (see Weapons)

18, CS1 **Silver Piece (sp)**: a monetary unit (see Personal Worth)

20, 29, 52-59, 66, 222-223, CS3 **Skill**: something your character learned to do outside his apprenticeship. These things would include reading and writing, swimming, horsemanship, cooking, etc. There are two kinds of skills- Primary and Secondary. Each has its own Base PCA which is modified by your character's Statistics. The formula for determining your character's Skill PCAs is found on Page Three of the Character Sheet.

138 **Skill Improvement Points (SKIMPS)**: see Improvement Points

29, 70, CS3 **Skill Level (SL)**: a reference to a character's ability to perform skills

25, 62, CS1 **Social Status**: A character's current standing in society. This is based on gamemaster's discretion and whether or not your character has been arrested or is a member of the ruling class or a merchant or mercenary worker. It is usually either "Good" or "Poor," but could be as bad as "Shoot on Sight."

20, CS2 **Sorcery**: a school of Mage magic (see Spells)

22 **Specialty Dice**: several dice especially made for determining percentages

20, 27, 62, CS1 **Spell Points (SP)**: a measure of your character's ability to cast spells. There are two kinds of Spell Points- Mage and Cleric. A Mage character regains Mage Spell Points by rest and sleep at the rate of one per hour after a minimum of four hours' rest. A Cleric character regains Cleric Spell Points through prayer and meditation a maximum of once every 24 hours. The formula for determining your character's Spell Points is found on Page One of the Character Sheet.

Spells: the tools by which a Mage or Cleric controls his powers. Cleric Spells are divided into six Schools- *20, 48, 50, 86-113, CS2*

- **Clericy**: basic clerical spells with no single focus *20, 48, 50, 86-99, CS2*
- **Constitution-Based (CN-Based)**: dealing with healing and the body *20, 48, 50, 86-99, CS2*
- **Defensive**: protective spells *20, 48, 50, 86-99, CS2*
- **Divine Influence**: incorporating direct contact with a deity *20, 48, 50, 86-99, CS2*
- **Naturalist**: controlling the forces of nature *20, 48, 50, 86-99, CS2*
- **Offensive**: dangerous to others *20, 48, 50, 86-99, CS2*

Mage Spells are divided into six Schools-

- **Defensive**: protective spells *20, 48, 50, 100-113, CS2*
- **Elemental**: manipulating elements (earth, air, fire, water, etc.) *20, 48, 50, 100-113, CS2*
- **Necromancy**: manipulation of spirits *20, 48, 50, 100-113, CS2*
- **Offensive** : dangerous to others *20, 48, 50, 100-113, CS2*
- **Psycho-Sensory**: deception of the senses through illusion *20, 48, 50, 100-113, CS2*
- **Sorcery**: basic magical spells with no single focus *20, 48, 50, 100-113, CS2*

The formula for determining your character's ability to perform any of his Proficiencies is listed on Page Two of the Character Sheet

Spellcasting and Rituals: a section of this book describing the process of playing a spellcaster and the imaginary rituals involved with that. *19, 78-121*

Spirits and Undead: a special monsters section *178-181*

Standard Adventurers' Backpack (SAB): a useful item based upon gamemaster's discretion; includes many items a starting character will need *221, CS4*

Statistics (Stats): comparable scores associated with certain mental and physical characteristics of your character. *20, 35-45, 62, 218-220, CS1*

- **Strength (ST)**: a gauge of your character's physical strength *20, 35-45, 218-220, CS1*
- **Constitution (CN)**: how healthy or sturdy your character's body is *20, 35-45, 218-220, CS1*
- **Dexterity (DX)**: a measure of your character's coordinative skill *20, 35-45, 218-220, CS1*
- **Intelligence (IN)**: how smart your character is *20, 35-45, 218-220, CS1*
- **Wisdom (WI)**: a measure of your character's common sense *20, 35-45, 218-220, CS1*
- **Comeliness (CO)**: a scale of physical attractiveness *20, 35-45, 218-220, CS1*

Statistic Adjust (Stat Adjust): an adjustment made to character attributes based on your character's statistics. Statistic Adjusts are 10% of the particular Statistic score. *20, CS1*

Statistic Base (Stat Base): a base score at which your character's statistics start. To this number is added a Statistic Die Value, increasing your total score. *20, 35-45, 218-220, CS1*

Statistic Dice (Stat Dice): a number of dice rolled to attain the Statistic Dice Value to add to your character's Statistic Base *20, 35-45, 218-220*

Glossary and Index

20, 35-45, 218-220, CS1 — **Statistic Dice Value (Stat dV)**: the value of the roll made to add to your Statistic Base.

20, 35-45, 218-220, CS1 — **Strength (ST)**: a gauge of your character's physical strength (see Statistics)

CS1 — **Strength Adjust (ST Adj)**: an adjustment based on the Strength divided by 10 and rounded down

21, 50 — **Subclasses**: two "extra" classes available based on a combination of three standard classes- the Holy Warrior (a combination of a Cleric of at least fifth level who then trains as a Fighter) and the Necro-warrior (a combination of a Mage of at least fifth level who then trains as a Fighter). The advantage is that these subclasses can fight and cast simultaneously. There is a section for these subclasses in the Classes section.

182-190 — **Synthetic Animation**: a special monster section

18 — **Tertiary Proficiency Base**: the base PCA for a character's Tertiary Class, equal to 5%

14, 40, CS2 — **Thief (T)**: procurer of other people's money and stuff (see Character Class)

21, 50, CS2 — **Thief's Arts**: those Proficiencies a Thief learns during training. These are divided into seven Schools-

21, 50, CS2 — **Climb Walls**: climbing walls of various texture
21, 50, CS2 — **Deception**: how to lie successfully
21, 50, CS2 — **Disguise**: how to create disguises, from simple to very complex
21, 50, CS2 — **Klepto-Concealment**: the larcenous form of sleight of hand
21, 50, CS2 — **Open Locks**: the ability to open locks of both turnkey and combination varieties
21, 50, CS2 — **Prowl**: to move silently and without drawing attention to oneself
21, 50, CS2 — **Traps**: how to find, set, and remove traps of all kinds, how to find hidden doors

The formula for defining your character's ability to do these is found on Page Two of the Character Sheet.

21, 50, CS2 — **Traps**: how to find, set, and remove traps of all kinds, how to find hidden doors (see Thief's Arts)

21, CS2 — **Unleveled (U)**: a type of spell that can be cast at various power levels based on the number of Spell Points used in the casting

24, 62, CS1 — **Unnatural Age**: your character's age plus any aging undergone through aging magics or resurrections

191-197 — **Vampyre**: a special monster section

21, 124-128 — **Vignette**: a story or situational tale told to demonstrate a point. These are found in the Gamemastering section of the book.

Weapons: hand held objects that can be used to cause damage. There are nine defined Weapon Types listed on Page Two of the Character Sheet- *21, 31, 48, 68, 221, CS2*

- **Pole Arms**: 7 feet long with head, cause 6d10 of damage *21, 31, 48, 68, 221, CS2*
- **Long Weapons**: 5 - 7 feet, or heavily weighted headed, cause 5d10 of damage *21, 31, 48, 68, 221, CS2*
- **Medium Weapons**: 3.5 - 5 feet, or medium-weight head, cause 4d10 of damage *21, 31, 48, 68, 221, CS2*
- **Short Weapons**: 1 - 3.5 feet, or lightly weighted head, cause 3d10 of damage *21, 31, 48, 68, 221, CS2*
- **Hand Weapons**: small, hand-held weapons, can be thrown up to 15 feet, cause 2d10 of damage *21, 31, 48, 68, 221, CS2*
- **Open Hand**: hand, fists, or feet (or other body parts), cause 1d10 of damage *21, 31, 48, 68, 221, CS2*
- **Short Distance Weapon**: 30 yard thrown range, cause 2d10 damage *21, 31, 48, 68, 221, CS2*
- **Medium Distance Weapon**: 60 yard projected range, cause 3d10 of damage *21, 31, 48, 68, 221, CS2*
- **Long Distance Weapon**: over 90 yard projected range, cause 4d10 of damage *21, 31, 48, 68, 221, CS2*

The weapons your character carries can be found on Page Four of the Character Sheet.

Weight: how much your character weighs (in pounds) *CS1*

Weight Allowance: refers to how much weight your character can lift effortlessly. It is determined by a formula on Page One of the Character Sheet. *CS1*

Wisdom (WI): a measure of your character's common sense (see Statistics) *21, 26, CS1*

Wisdom Adjust (WI Adj): an adjustment based on the Wisdom divided by 10 and rounded down *20, 35-45, 218-220, CS1*

World Creation: the gamemaster's decision to create his own playing world *130-136*

Xd10: a number of 10-sided dice to roll

Yard (yd): a unit of linear measurement

Quick Sheets: Racial Statistics

Dwarves

ST 50+4d10
CN 60+4d10
DX 20+4d10
IN 30+4d10
WI 30+5d10
CO 20+5d10

Elemental Meld: (Cleric) 30% + 1% / 10 years (50% max), 1 min + 1 min / 10 years, only earth or stone and only the individual and possessions
Enhance Item: (Mage) 30% + 1% / 10 years (80% max), 2 min + 1 sec / 1 year, +5% to PCA / 10 years, armour and weapons only

Height: 3 ft - 3 ft 9 in
Weight: 65 - 130 lbs
Life Exp: 150 - 300 years
Ground Speed: 90 ft/CC
Nightvision: 60 ft (Grey)
90 ft (High)

Elves

ST 30+4d10
CN 30+3d10
DX 50+4d10
IN 50+5d10
WI 20+4d10
CO 50+5d10

Aura Illumination: (Cleric) 30% + 1% / 10 years (no max), 10 sec + 5 sec/ 10 years, 5 foot radius + 1 foot / 10 years
Speak with Dead: (Cleric) 30% + 1% / 10 years (50% max), 1 question + 1 / 10 years, dead creature must be at least partial elven blood

Height: 4 ft 6 in - 6 ft
Weight: 100 - 180 lbs
Life Exp: 200 - 350 years
Ground Speed: 140 feet/CC

Darkling Elves

Sphere of Darkness: (Mage) 30% + 5% / 10 years (no max), 1 min + 1 min / 10 years, 5 foot radius + 1 foot / 10 years

Nightvision: 120 ft

High Elves

Undetectable Deception: (Cleric) 30% + 5% / 10 years (no max), 1 min + 5 sec / 10 years, the individual character only

Nightvision: 90 ft

Wood Elves

Animal Messenger: (Cleric) 30% + 1% / 10 years (no max), 1 hour + 5 min / 1 year, only woodland creatures

Nightvision: 60 ft

Gnomes

ST 20+2d10
CN 40+3d10
DX 40+4d10
IN 60+4d10
WI 30+3d10
CO 40+3d10

Heal: (Cleric) 40% + 1% / 10 years (no max), 10d10 damage tolerance + 1 DT / 10 years
Speak with Animals: (Cleric) 30% + 1% / 10 years (no max), 1 min + 30 sec / 10 years, animal must be from the open woods and undomesticated
Summon Animal: (Cleric) 30% + 1% / 10 years (50% max), 1 creature + 1 / 10 years, must be outside in wooded area, 1 mile radius

Height: 2 ft - 3 ft
Weight: 30 - 70 lbs
Life Exp: 100 - 200 years
Ground Speed: 70 ft/CC
Nightvision: 60 ft (High)
90 ft (Wood)

Quick Sheets: Racial Statistics

Half-Elves

ST 30+4d10
CN 30+4d10
DX 40+4d10
IN 50+4d10
WI 40+4d10
CO 50+4d10

Aura Illumination: (Cleric) 30% + 1% / 2 years (no max), 10 sec + 5 sec/ 2 years, 5 foot radius + 1 foot / 2 years
Friend: (Mage) 30% + 1% / 2 years (no max), 1 creature

Height: 5 - 6 ft
Weight: 120 - 180 lbs
Life Exp: 90 - 120 years
Ground Speed: 120 ft/CC
Nightvision: 60 ft

Half-Orcs

ST 40+5d10
CN 50+4d10
DX 20+6d10
IN 30+4d10
WI 60+4d10
CO 10+4d10

Animal Messenger: (Cleric) 30% + 1% / 1 year (no max), 1 hour + 1 hour / 5 years
Animate Dead: (Cleric) 10% + 1% / year (no max), maximum number of creatures = age÷5

Height: 5 ft 9 in - 7 ft 6 in
Weight: 150 - 300 lbs
Life Exp: 45- 60 years
Ground Speed: 160 ft/CC
Nightvision: 90 ft

Humans

ST 30+5d10
CN 30+5d10
DX 30+5d10
IN 40+4d10
WI 40+4d10
CO 40+5d10

Psionics: roll percentile and subtract IN Adjust,
1 - 2 Major Psi (35 psi points): 5 - 1st level spells, 4 - 2nd, 3 - 3rd, 2- 4th, 1 - 5th
3 - 6 Minor Psi (16 psi points): 4 - 1st level spells, 3 - 2nd, 2 - 3rd
7 - 10 Marginal (4 psi points): 4 - 1st level spells
11 - 25 Occasional: None apparent but abilities may appear randomly at gamemaster's discretion

Height: 4 ft 6 in - 6 ft 6 in
Weight: 69 - 250 lbs
Life Exp: 65 - 85 years
Ground Speed: 100 ft/CC
Nightvision: None

Kaynyn

ST 60+4d10
CN 50+4d10
DX 20+4d10
IN 30+3d10
WI 30+4d10
CO 10+5d10

Hasten: (Mage) 30% + 1% / 5 years (no max), 1 min + 1 min / 5 years
Speak with Animals: (Cleric) 30% + 1% / 1 year (no max), 1 min + 1 min / 5 years, animal must be from the open woods and undomesticated
Summon Animal: (Cleric) 30% + 1% / 1 year (50% max), 1 creature + 1 / 10 years, 1 mile radius

Height: 7 ft 6 in - 8 ft 6 in
Weight: 180 - 300 lbs
Life Exp: 50 - 60 years
Ground Speed: 180 ft/CC
Nightvision: 90 ft

Quick Sheets: Racial Statistics

Pheelynes

ST 30+4d10
CN 40+4d10
DX 60+4d10
IN 20+3d10
WI 20+2d10
CO 60+4d10

Create Glyphs and Wards: (Mage) 100% - 5% / life, used only for death ceremony
Float: (Mage) 30% + 10% / life (no max), 30 sec + 10 sec / life, 10 ft radius
Speak with Animals: (Cleric) 30% + 1% / 1 year (no max), 1 min + 30 sec / 1 year, animal must be either feline or domesticated

Height: 5 ft 8 in - 6 ft 6 in
Weight: 80 - 110 lbs
Life Exp: 90 years
Ground Speed: 200 ft/CC
Nightvision: 150 ft

Shireling

ST 20+2d10
CN 40+4d10
DX 50+4d10
IN 40+4d10
WI 40+4d10
CO 50+3d10

Animal Messenger: (Cleric) 30 % + 1% / 1 year (no max), 1 hour + 1 hour / 2 years
Speak with Animals: (Cleric) 50% + 1% / 1 year (no max), 1 min + 30 sec / 5 years
Sphere of Light: (Mage) 30% + 2% / 1 year (no max), 1 min + 1 min / 2 years, 5 feet + 1 foot / 5 years

Height: 3 ft 6 in - 4 ft
Weight: 45 - 70 lbs
Life Exp: 85 - 110 years
Ground Speed: 60 ft/CC
Nightvision: 60 ft

Xenomorphs

ST 30+4d10
CN 20+3d10
DX 40+3d10
IN 40+4d10
WI 40+3d10
CO Special

Friend: (Mage) 30% + 1% / 1 year (50% max), 1 creature + ((CH + CO) ÷ 5)
Aura Illumination: (Cleric) 30% + 2% / 1 year (80% max), 10 sec + 5 sec/ 1 year 5 foot radius + 1 foot / 1 year
Interpret Language: (Mage) 50% + 1% / 1 year (no max), native language of the creature polymorphed into, with only knowledge of oral language, lasts as long as the Xenomorph maintains that form

Height: Special
Weight: 100 - 210 lbs
Life Exp: 30 - 35 years
Ground Speed: Special
Nightvision: 60 ft

Quick Sheets: Weapons, Armour & Equipment

Weapon Type

	Description	Multiple Attacks	Max	Damage
Pole Arms	7 ft + pole with head	Never	1/CC	6d10
Long Weapons	5 ft - 7 ft or heavy headed	7 levels	2/CC	5d10
Medium Weapons	3.5 ft - 5 ft or medium head	5 levels	3/CC	4d10
Short Weapons	1 ft - 3.5 ft or lightweight	4 levels	4/CC	3d10
Hand Weapons	handheld (thrown 15 ft)	3 levels	5/CC	2d10
Open Hand	hand, fist, or feet	2 levels	5/CC	1d10
Short Distance	30 yard range	3 levels	4/CC	2d10
Medium Distance	60 yard range	4 levels	3/CC	3d10
Long Distance	90+ yard range	5 levels	2/CC	4d10
Natural Weapons	claws, teeth, etc.	varies	5/CC	2d10

Armour Type DAP

	Basic	Shireling	Dwarven	Elven	Darkling
Shield	5	6	7		
Leather	15	16			
Studded Leather	20	21			
Chainmail	30		31	32	33
Platemail	40		42	41	

Standard Adventurer's Backpack (SAB)

Description	Cost
25ft of 300 lb test rope	3 gp
100ft of 15 lb test string	1 sp
Coal (5 lumps)	1 cp
Limestone (chalk)	1 cp
Candle (2 hrs)	1 sp
1 weeks dry rations	5 sp
2 small torches (2 hrs.)	4 sp
Tinderbox (flint/steel)	3 gp
Small sack (2 in × 5 in)	1 sp
Water skin (1/2 gal.)	2 gp
4 Iron spikes	2 gp
2 Wooden wedges	2 sp
Backpack (Leather)	15 gp

Cost if purchased separately: **26 gp 42 cp**
Sale price as a single unit: **20 gp**

Other Items

Description	Cost
50 ft of 300 lb test rope	5 gp
25 ft of 500 lb test rope	5 gp
50 ft of 1000 lb test rope	20 gp
8 oz. metal flask	5 sp
12 oz. metal flask	1 gp
Iron box (6 in × 3 in × 2 in)	8 gp
Iron box (12 in × 6 in × 4 in)	15 gp
Sack (8 in × 10 in × 4 in)	3 sp
Sack (8 in × 15 in × 6 in)	8 sp
Sack (12 in × 20 in × 10 in)	1 gp
Metal mirror (4 in × 4 in)	5 gp
Metal mirror (9 in × 6 in)	15 gp
Silvered mirror (5 in × 5 in)	10 gp
Backpack (high quality)	25 gp
Leather Quiver	5 gp
Equestrian Tack	50 gp
Equestrian Saddle	150 gp

Armour and Weapons

Description	Cost
Shield	50 gp
Helm	50 gp
Leather Armour	300 gp
Studded Leather Armour	500 gp
Chainmail	1500 gp
Breast Plate	500 gp
Field Plate	1500 gp
Pole Arm (Lance)	50 gp
Pole Arm (Spear)	15 gp
Long Weapon	300 gp
Medium Weapon	100 gp
Short Weapon	60 gp
Hand Weapon	10 gp
Short Distance Weapon	10 gp
Medium Distance Weapon	50 gp
Long Distance Weapon	60 gp
20 (score) Arrows	2 gp
20 (score) Crossbow Bolts	5 gp

Quick Sheets: Skills & Adjustments

Skill	Other Adjust	Bonuses
Acrobatics	DX Adj	+5% to Parry
Acting		
Improvisation	WI Adj	+5% to Deception
		+10% to Storytelling
Memorization		+5% to Deception
Alchemy		
Anatomy		
Animal		
Humanoid		+5 to Damage against Humanoid opponents
Animal Husbandry	WI Adj	
Animal Training	WI Adj	
Animal Trapping		+5% to Set Traps
Architecture		+15% to Locate Secret Doors
Astrology		
Astronomy		+10% to all Navigation
Bartending		
Blind Fighting		
Body Modification		
Implantation		
Piercing		
Prosthesis		
Tattooing		
Bowyer/Fletcher	DX Adj	
Boxing	ST Adj	
Brewing/Distilling Beverages		
Camouflage		
Objects	WI Adj	
Personal	DX Adj	+10% to Prowl
Carpentry	DX Adj	
Cartography	DX Adj	
Climbing	DX Adj	
Cooking		
Cosmetology		
Dancing	DX Adj	

Skill	Other Adjust	Bonuses
Disguise		
Simple Body		
Simple Facial		
Vocal Impersonation		
Diplomacy		
Dousing	WI Adj	
Etiquette		+10% to Diplomacy
Farming	WI Adj	
Fine Arts	DX Adj	+10% to Cartography
		+20% to Handicraft
		+20% to Tattooing
Forgery	DX Adj	
Gambling		
Gemology		
Handicraft	DX Adj	
Herbology		+5% to Medicinal
History		+10% to Global Religions
		+15% to Storytelling
Hunting	ST Adj	
Identify		
Plants and Herbs		+5% to Medicinal
Poisons		
Tracks		
Juggling	DX Adj	
Klepto-Concealment	DX Adj	
Locate Secret Doors		
Logistics		
Large Groups		
Small Groups		
Map Reading		
Masonry	ST Adj	
Mathematics		+10% to Gambling
Medical	WI Adj	
Medicinal	WI Adj	+10% to Identify Poisons
Mesmerism	CO Adj	
Mineralogy		+10% to Smelting

Quick Sheets: Skills & Adjustments

Skill	Other Adjust	Bonuses
Navigation - Requires Map Reading		
Forest		
Fresh Water		
Open Land		
Open Ocean		
Nonverbal Communication	DX Adj	
Open Locks		
Turnkey	DX Adj	
Combination	DX Adj	
Palmistry	WI Adj	
Persuasion	WI Adj	+10 to Deception +10% to Diplomacy +15% to Protocol
Pharmacology		+10% to Medicinal
Pick Pockets (Outside)	DX Adj	
Play Instrument		
Keyed	DX Adj	
Percussion	DX Adj	
Stringed	DX Adj	
Wind	DX Adj	
Poetry		
Poisons		
Contact	DX Adj	
Gel	DX Adj	
Oral	DX Adj	
Preserve Food		
Prestidigitation	DX Adj	+10% to Klepto-Concealment +5% to Pick Pockets
Protocol		
Prowl		DX Adj
Read / Write Language		
Native	Age/2	
Common		
Darkling		
Dwarven		
High Elven		
Elven		
Gnome		
Kaynyn		
Orc		
Pheelyne		
Saurian		
Shireling		
Religion		
Global	WI Adj	
Local	WI Adj	
Riding		
Air	DX Adj	
Land	DX Adj	
Sea	DX Adj	
Sailing	DX Adj	
Sculpting	DX Adj	
Singing		
Smelting	ST Adj	
Smithing	ST Adj	
Storytelling	WI Adj	
Swimming	ST Adj	
Tailoring	DX Adj	
Tanning		
Tracking		
Traps		
Find	DX Adj	
Remove	DX Adj	
Set	DX Adj	
Unarmed Martial Arts	DX Adj	
Ventriloquism	DX Adj	
Weapon- single	ST Adj	
Woodworking	DX Adj	
Wrestling	ST Adj	

Quick Sheets: Clerical Spells

	Resist	Duration	Area of Effect	Damage	Effects
Clericy					
1 Aura Illumination		1 min/SP	10 ft rad/SP		touched object as center
Enchant Item					for enchanting ritual only
Detect Clerical Magic		30 sec + 15 sec/PL	10 ft rad + 1 ft/PL		
Dispel Clerical Magic		1 min + 1 min/PL	1 item or spell		
Spell of Charging					
2 Identify Clerical Item			1 item		
Silent Casting		5 sec + 5 sec/PL			
3 Enthrall		as long as caster speaks	15 ft rad + 1 ft/PL		
5 Size Manipulation			touched object		5× or 1/5 normal size
7 Animate		30 sec + 15 sec/PL			
Time Delay		30 min + 5 min/PL			
9 Banish Creature	negates				
Summon Creature	negates				
10 Divine Agent Aid		1 day + 1 hour/5 PL			
U Animal Messenger		1 hr/SP	1 creature/SP		
Hover	negates	5 min/SP	touched creature or object		200 lbs + 10 lbs/PL
Implore	negates	1 min + 30 sec/PL	1 creature/SP		10 ft, line of sight
Locate Object / Creature		10 min/SP	1 mile rad/SP		
Sphere of Darkness		1 min/SP	1 ft rad/SP		
Sphere of Light		1 min/SP	1 ft rad/SP		
Sustenance			1 meal or 1 gallon/SP		
Undetectable Deception		1 min/SP	touched creature		
Walk on Air		1 min/SP	touched creature		
Walk on Water		1 min/SP	touched creature		
Constitution-Based					
1 Numb	negates	1 hr + 15 min/PL			
3 Preserve the Dead		24 hr + 1 hr/PL			
Befriend	negates	15 min + 5 min/PL	1 creature, 15 ft line of sight		
5 Neutralize Poison					
7 Regeneration		5 min for total regen.	1 body part		
8 Restore					
U Heal			touched creature	+1d10/SP	
Poison Immunity		30 min/SP	touched creature		
Slumber	negates	1 min	1 creature/SP, line of sight		

Quick Sheets: Clerical Spells

		Resist	Duration	Area of Effect	Damage	Effects
Defensive						
2	Righteous Booster		1 hr + 5 min/PL	1 creature		
	Shield		5 min + 1 min/PL	1 creature + 1/SP		
3	Pause	negates	5 sec + 1 sec/PL	touched creature		
	Protection from Location		30 min + 10 min/PL	1 creature + 1/3 PL		
8	Elemental Wall		1 min + 15 sec/PL	10 ft × 5 ft × 100 ft		
9	Sphere of Protection		15 sec + 5 sec/PL	10 ft rad		
U	Aura Armour		1 min/SP	touched creature		+10 DAP/SP
	Distraction	negates		1 creature + 1/SP, line of sight		
	Elemeld		1 min/SP	touched creature		
	Resist Cold		1 hr/SP	1 creature		
	Resist Heat		1 hr/SP	1 creature		
	Sanctuary		5 sec/SP	caster		
	Silence		5 sec/SP	5 ft rad/SP		
Divine Influence						
1	Holy Signal		1 min + 1 min/PL			
	Holy Symbol					
4	Backtrack					
	Bless Party		30 sec + 5 sec/PL			+5% PCA and DAP
	Curse Party	negates	30 sec + 5 sec/PL			-5% PCA and DAP
	Guidance		30 sec + 5 sec/PL			
	Hand of Fate			caster's party		
	Speak with Dead					1 question + 1/2 PL
5	Animate Dead					
	Awe	negates	5 min + 1 min/PL	10 ft rad + 1 ft/PL		
	God's Eye		1 min/vial + 15 sec/PL			
6	Consultation					1 question + 1/5 PL
	God's Send			10 ft rad		Accuracy = 50% + 5%/PL
	Contingency			caster only		
10	Unalterable Aura					
U	Enhance Item		1 min/SP			+1 / SP (DAP or Damage)
	Flight		1 min/SP	touched creature		
	U.R. Here		concentration	1 mile rad/SP		

Quick Sheets: Clerical Spells

		Resist	Duration	Area of Effect	Damage	Effects
Naturalist						
1	Pet		6 months			
2	Entangle	1/2 speed	30 sec + 10 sec/PL	10 ft rad + 1 ft/PL		
3	Speak with Animals		1 min + 15 sec/PL	1 animal		
4	Bonfire	negates	5 min	3 ft rad + 1 ft/PL		
	Cloudburst		1 min + 15 sec/PL	10 ft rad + 1 ft/PL		
	Quench Fire		5 min	3 ft rad + 1 ft/PL		
5	Camouflage		30 min + 5 min/PL	1 creature + 1/5 PL		
	Wall of Thorns		1 min + 1 min/PL		1d10/ft of height	
6	Summon Weather					
U	Breathe		10 min/SP	touched creature		
	Pass Without Trace		10 min/SP	touched creature		
	Purify Food or Drink			1 meal or gallon/SP		
	Putrefy Food or Drink			1 meal or gallon/SP		50% food poisoning
	Summon Animal			1 mile rad/SP		1 animal/SP
	Thermal Manipulation		10 sec/SP	1 cubic ft/SP		+/-100° F

Offensive						
U	Call Lightning	1/2			1d10/SP	1 bolt/SP (chains)
	Palm Fire		15 min + 2 min/PL	50 ft range	1d10/SP	
	Power Blast	1/2		line of sight	1d10/SP	
	Pulse Wave			1 creature	1d10 & 1 ft/SP	50 ft range
	Seeds of Fire		10 min		1d10/SP	1 seed/SP

Quick Sheets: Mage Spells

		Resist	Duration	Area of Effect	Damage	Effects
Defensive						
1	Grease Slick		1 min/PL	1 ft rad/PL		secondary fire damage
2	Run Really Fast		1 hr + 5 min/PL	1 creature		
	Silence		15 sec + 1 sec/PL	10 ft rad + 1 ft/4 PL		
3	Wraithform		5 min + 30 sec/PL	touched creature		
5	Confuse	negates	5 sec + 5 sec/PL	1 creature, line of sight		
	Entrapment	negates	1 hr + 15 min/2 PL	3 ft rad + 1 ft/PL		
	Ubiquitousness		5 sec + 1 sec/PL			
7	Imprisonment	negates	portal open 5 min			
U	Alarm		1 hr/SP			15 sec of confusion
	Mind Shield		1 hr/SP	touched creature		
	Pause	negates	5 sec + 1 sec/PL	1 touched creature/SP		
	Spider		1 min/SP	touched creature		
	Spider's Web		10 sec/SP	5 ft rad/SP		secondary fire damage
	Wraithmail		10 min/SP	touched creature		+10 DAP/SP

		Resist	Duration	Area of Effect	Damage	Effects
Elemental						
3	Flammable Liquid				1d10, 2d10	1 quart + 1/2 PL
4	Excavate		2 min + 15 sec/PL	10 cubic ft/min		
	Shelter		2 hr + 30 min/PL			100 sq ft, 7 ft ceiling
U	Chill			touched creature/object		10° F/SP
	Elemental Bolt	1/2		50 ft range	1d10/SP	
	Elemental Meld		30 sec/SP	1 touched creature/SP		
	Inhale Other Element		1 min/SP	touched creature		
	Warm			touched creature/object		10° F/SP

Quick Sheets: Mage Spells

		Resist	Duration	Area of Effect	Damage	Effects
Necromancy						
1	Interpret Language		5 min + 1 min/PL			1 language
2	Memory Manipulation	negates	1 min + 30 sec/PL	touched creature		
	Servant Spirit		1 hr + 5 min/PL			
3	Hasten	negates	30 sec + 5 sec/PL	touched creature		
	Slow	negates	30 sec + 5 sec/PL	touched creature		
4	Message		5 sec + 1 sec/PL	creature known to caster		50% + 5%/PL
	Teleportation			5 ft rad + 1 ft/PL		Accuracy = 35% + 5%/PL
	Wraith Vision		1 min + 10 sec/PL			
5	Plane Travel					
6	Contingency					
	Metamorphosis- Minor	negates	1 hr + 10 min/PL	touched creature		
	Wings		15 min + 1 min/PL			
8	Scrying Device		5 min + 1 min/PL			
	Teleport Across Planes			5 ft rad + 1 ft/PL		Accuracy = 35% + 5%/PL
9	Banish to Other Plane	negates		1 creature		
	Summon from Other Plane	negates		1 creature		
	Metamorphosis- Major	negates	1 hr + 10 min/PL	touched creature		
10	Phantasm		1 min + 10 sec/PL			
U	Aerobatics		1 min/SP	touched creature		
	Command	negates	1 min + 30 sec/PL	1 creature/SP, line of sight		
	Float		1 sec/SP	10 ft rad		
	Locate		1 min/SP	50 ft rad		
	Necrosomnia	negates	1 min/SP	1 creature/SP, line of sight		
	Phantom Steed		30 min/SP	1 rider		1 steed
	Shadow Vision		5 sec/SP	touched creature		
	Sphere of Darkness		1 min/SP	1 ft rad/SP		
	Sphere of Light		1 min/SP	1 ft rad/SP		
	Transference		10 DT / SP	touched creature		

Offensive						
2	Shatter Blast			10 ft rad + 1 ft/PL	1/100 shards	10 lbs + 5/PL
U	Banshee Scream	1/2	1 sec/SP		10/sec	
	Shock Wave			50 ft range	1d10/SP	forced back 1 ft/SP
	Stingers	1/2		50 ft range, line of sight	1d10/SP	1 stinger/SP

Quick Sheets: Mage Spells

Psycho-Sensory

		Resist	Duration	Area of Effect	Damage	Effects
1	Distract	negates				
	Masque		1 hr + 10 min/PL	touched creature		
	Shades of Wisp	negates	1 min + 15 sec/PL	20 ft rad + 5 ft/PL		
2	Whisper Wind		10 sec + 1 sec/PL	10 ft rad + 1 ft/PL		
3	Illusion- Single Sense	negates	5 min + 1 min/PL	20 cubic ft + 5 ft/PL		
4	Clairvoyance		30 sec + 1 sec/PL	50 ft rad		
	Detect Illusion		1 min + 5 sec/PL			
6	Phantasmal Double			5 min + 30 sec/PL		
7	Illusion- Three Sense	negates	15 min + 5 min/PL	100 cubic ft/PL		
10	Illusion- Interactive	negates	1 hr + 10 min/PL	100 cubic ft/PL		
U	Invisibility		1 min/SP	1 touched creature/SP		
	Multiple Imaging	negates	1 min/SP			1 image/SP

Sorcery

1	Color	negates	1 hour + 15 min/PL	5 sq ft/PL		
	Enchant Item					for enchanting ritual only
	Detect Magic		30 sec + 10 sec/PL			
	Dispel Mage Magic		1 min/PL for Unalterable Auras			
	Familiar					
	Spell of Charging					
2	Identify Magic Item			1 item		
3	Lock					50% + 1%/PL
	Unlock					50% + 1%/PL
4	Enhance Attribute		1 min + 15 sec/PL	touched creature		+10 to a single attribute
	Enlarge	negates	30 sec + 1 sec/PL	touched creature/object		5× normal size
	Shrink	negates	30 sec + 1 sec/PL	touched creature/object		1/5 normal size
6	Enthrall		as long as caster speaks	25 ft rad + 1 ft/PL		
	Time Delay		30 min + 1 min/PL			
7	Psychometry					inanimate objects only
9	Banish Object			1 item		touched object
	Summon Object			1 item		familiar object
10	Unalterable Aura			1 item		touched object
U	Enhance Item		1 min/SP			+1/SP (PCA **or** Damage)
	Mend			1 sq inch per sec/SP		1 item
	Silent Casting		10 sec/SP	1 creature		
	Telekinesis	negates	1 min/SP			(ST + IN)÷5 lbs
	Unravel			1 sq foot per sec/SP		1 item

Art and Illustration Credits by Page

Cover Art: Shelia, Penny Lynn Kojak
7: Elf with Cleavage, PLK (Division Page)
9: Where am I?, Lindsay Rogers
11: Adv, Tavern 01, LR
13: Elf w/Sword, PLK (Division Page)
15: Abduction, LR
17: Taking her!, LR
19: Gloating, LR
23: Decapitation, LR
33: Kaynyn, PLK (Division Page)
34: No-Lines Line-Up,
(composite by Howard I. Scott, III)
35: Grey Dwarf, Male, LR
36: Wood Elf, Female, LR
37: High Elf, Male, LR
38: Gnome, Female, LR
39: Half-Elf, Female, LR
40: Half-Orc, Male, LR
41: Human, Male, LR
42: Kaynyn, Male, LR
43: Pheelyne 2, Female, LR
44: Shireling, Male, LR
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53: Escort, LR
55: Rich Stuff, LR
57: Lunch, LR
61: Kidnapping, PLK (Division Page)
79: Cleric, PLK (Division Page)
85: Mage in Study, LR
89: Ouch!, LR
93: Which way, LR
97: Oh, shit!, LR
99: I am not going there. LR
103: Horse Chase, LR
107: The Fight, LR
111: Mage in Action, LR
115: The Sword, LR
117: My necklace!, PLK
121: Look at my ass, PLK
123: Sword, PLK (Division Page)
127: Antici-pation, LR
129: Wolf Attack, LR
133: Crouched and Ready, LR
137: Adv., Tavern 02, LR
139: Assassin at Work, LR
141: Jynx on Point, LR
143: Thief at Idol, LR
145: Gnome, PLK (Division Page):
151: Wild Boar, PLK
152: Centaur (Fabio), LR
153: Chiropteryx, PLK
157: Gargoyle, PLK
158: Gnoll, PLK
159: Goblin, PLK
160: Medusa, LR
164: Obghinn, PLK
165: Orc, LR
166: Osheanix, LR
167: Saur, PLK
168: Saurian, PLK
169: Scorp & Shire, PLK
170: Glass Spider, PLK
172: Wolf, LR
173: Are these yours?, LR
175: Lycanchanging, LR
179: Tree Spirit, LR
181: Dead Head, PLK
187: Statuesque, LR
190: Metlan, PLK
193: Vampyre 1, LR
201: Half Orc, PLK (Division Page)
207: Mycroft Lurking, LR
209: Oriental Chick, PLK
213: Don't Kill Me, PLK
215: Archer Chick, PLK

Legendmaker

Fantasy Character Sheet

Player Name _____
Date of Creation _____
Gamemaster _____
Character Name _____
Race _____
Classes _____
Sex _____
Natural Age _____ / Unnatural Age _____
Religious Affiliation _____
City of Origin _____
Social Status _____

Character Level

Total Proficiency Levels _____ ÷ 10 = _____

Stats

ST: _____ (Base) + _____ (dV) = _____ (Total ST) ÷ 10 = _____ (ST Adjust)

CN: _____ (Base) + _____ (dV) = _____ (Total CN) ÷ 10 = _____ (CN Adjust)

DX: _____ (Base) + _____ (dV) = _____ (Total DX) ÷ 10 = _____ (DX Adjust)

IN: _____ (Base) + _____ (dV) = _____ (Total IN) ÷ 10 = _____ (IN Adjust)

WI: _____ (Base) + _____ (dV) = _____ (Total WI) ÷ 10 = _____ (WI Adjust)

CO: _____ (Base) + _____ (dV) = _____ (Total CO) ÷ 10 = _____ (CO Adjust)

Weight Allowance

Total ST × 2 _____ + ST Base _____ = _____ lbs.

Personal Worth

In Hand		In Bank/Vault	
Copper	_____	Copper	_____
Silver	_____	Silver	_____
Gold	_____	Gold	_____
Platinum	_____	Platinum	_____
Gems	_____	Gems	_____

Defense Adjustment

DX Adjust _____
Armour Type DAP + _____
Other DAP + _____
Adjusted DAP = _____%

Initiative

Initiative Base 10
DX Adjust – _____
Other to Initiative – _____
Adjusted Initiative = _____

Parry

Parry Base 5
DX Adjust + _____
Combat Adjust + _____
Other Adjust + _____
Adjusted Parry = _____%

Damage Tolerance

Total ST _____
Total CN + _____
CN Adj. × CL + _____
Max DT = _____
Current DT _____

Spell Points

Total IN or WI ÷5 _____
IN or WI Adj. × CL + _____
Max Spell Points = _____
Current Spell Points _____

Godcall

Godcall Base 10
WI Adjust + _____
Convert Points ÷ 10 + _____
Used – _____
Godcall = _____%

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy	15	+	CN Adjust	_____	+ Other Adjust	_____	+ CL _____	=_____%
Psycho-Sensory	25	+	WI Adjust	_____	+ Other Adjust	_____	+ CL _____	=_____%
Other Schools	20	+	No Adjust		+ Other Adjust	_____	+ CL _____	=_____%

Cleric Spells or Cleric-Based Psionics

CN-Based	15	+	CN Adjust	_____	+ Other Adjust	_____	+ CL _____	=_____%
Divine Influence	0	+	WI Adjust	_____	+ Other Adjust	_____	+ CL _____	=_____%
Other Schools	20	+	No Adjust		+ Other Adjust	_____	+ CL _____	=_____%

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Cleric

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Clericy			
Constitution-Based			
Defensive			
Divine Influence			
Naturalist			
Offensive			
Weapon:			

Fighter

Class Base _____
ST Adjust +_____
DX Adjust +_____
IN Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms				6d10	No multiple attacks	
Long Weapons				5d10	1/7 PL	2
Medium Weapons				4d10	1/5 PL	3
Short Weapons				3d10	1/4 PL	4
Hand Weapons				2d10	1/3 PL	5
Open Hand				1d10	1/2 PL	5
Short Distance				2d10	1/3 PL	4
Medium Distance				3d10	1/4 PL	3
Long Distance				4d10	1/5 PL	2
Other						

Mage

Class Base _____
CN Adjust +_____
IN Adjust +_____
WI Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base _____
ST Adjust +_____
DX Adjust +_____
IN Adjust +_____
Other +_____
Adj. Base =_____

ST Adjust
to Damage _____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls			
Deception			
Disguise			
Klepto-Concealment			
Open Locks			
Pick Pockets			
Prowl			
Traps			
Weapon:			

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Primary & Secondary Skills

IN Adjust = Number of Primary Skills _____
IN Adjust × 2 = Number of Primary Skill Levels _____
Primary Skill Levels:_____ ÷ 10 = Primary Competency Level_____

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		30				
2.		30				
3.		30				
4.		30				
5.		30				
6.		30				
7.		30				
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels:_____ ÷ 10 = Secondary Competency Level_____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

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General Description

Height _____ Hair Color _____ Nightvision _____
Weight _____ Eye Color _____ Ground Speed _____

Defense Adjustments

Weapons

Equipment

Organizational Memberships or Affiliations

Psionic Abilities

Psi Points: Max _____ /Current _____

1st Level Spells	Effects	Base	+ WI Adj. × 2	= PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		

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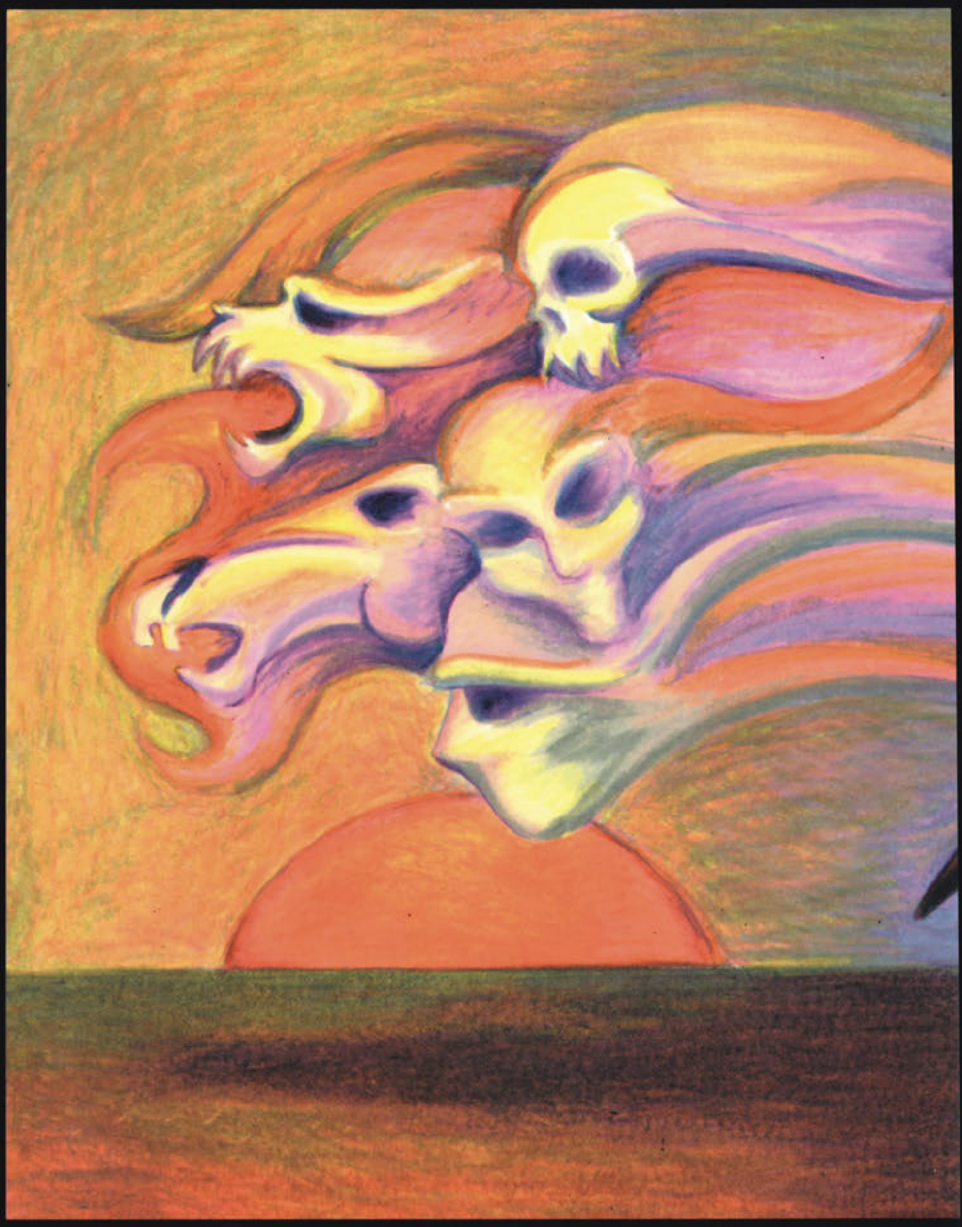

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